

\$3.00

APRIL 1983

NUMBER 62

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



**GLOBBO: A COMPLETE GAME
FOR THE BRAVE OF HEART
BASIC OGRE STRATEGY
TROLLPAK REVIEWED
CHAINSAW COMBAT IN TRAVELLER
ANNUAL GAME INDEX
VILLAINS & VIGILANTES REVIEWED
AND 6 PAGES OF REVIEWS**

DAVID MARTIN

STRATEGIC CONFLICT



For some time your military planners have been formulating plans for a move into Central Africa. Resources have been stockpiled for transfer. Lead times for Industry and Military units have been calculated. All seemed ready. Then your spy reported the outbreak of warfare in Central Africa. Powers already in the area were now locked in a savage war of insurgency. If you move into Central Africa now, you could be thrown into a *Strategic Conflict* . . .

Strategic Conflict is a correspondence game of abstract contemporary military and social conflict. It is a fully-computerized game stressing strategy and diplomacy. *Strategic Conflict* allows players one turn every two weeks with the game running until one player achieves 2,000 victory points or more.

The world of *Strategic Conflict* is divided into 20 large geographical areas of the world. There are ten players per game.

Strategic Conflict is played by completing a form called the computer turn card which will tell the computer what actions you wish to take in each of the up to 20 areas of the world in which you have units. You will send in one turn card for each area in which you wish to take actions. You will receive a detailed computer printout which will show the results of your actions and the actions of other players in the areas in which you have units. The printout will be in the form of easy-to-read charts and text.

Strategic Conflict offers these features:

- Eight military unit types from insurgency units to powerful missiles.
- Designed as a highly-abstract game of power negotiation, stressing strategy and diplomacy.
- Easy-to-complete turn cards assure accuracy.
- No gamemaster interference.
- Clear victory conditions and very good game balance.

Strategic Conflict costs \$3.50 for a set-up and rulebook. Thereafter, turns are \$3.50 each. A rulebook may be purchased separately for \$2.00.

Send to: **Schubel & Son**
P.O. Box 214848
Sacramento, CA 95821

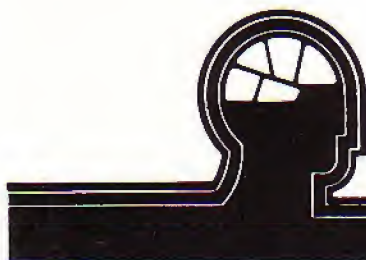
Enter me in *Strategic Conflict*.

Name _____

Address _____

City _____ State _____ Zip _____

Copyright © 1983 by Schubel & Son



THE SPACE GAMER

NUMBER 62 — APRIL, 1983

Publisher: Steve Jackson
Editor: Aaron Allston
Assistant Editors: Christopher Frink
 Richard Steinberg
Art Director: Denis Loubet
Stunt Coordinator: Pat Mueller
Contributing Editors: W.G. Armintrout
 William A. Barton
 David Bolduc
 Ronald Pehr
 Lewis Pulsipher
 John Rankin
 Nick Schuessler
Business Manager: Elton Fewell
Circulation Manager: Chris Smith
Production: Llana Brumley
 Shirley Miri
 Elisabeth B. Zakes

ART IN THIS ISSUE:

Cover: "Your Fly is Open" by Dave Martin.

Line Art: Steve Crompton: 12, 31, 34. Jeffrey Fabijanic and Denis Loubet: mailer cartoon. Denis Loubet: 8, 13, 14, 15, 16. George Webber: 33.

Game Illustrations: Courtesy of Blade: 35. Courtesy of Chaosium: 7, 37. Courtesy of The Companions: 35. Courtesy of Fantasy Games Unlimited: 9, 10. Courtesy of Hero Games: 34. Courtesy of Task Force Games: 39.

Trademark Notice

Most game names are trademarks of the companies publishing those games. In particular: *Traveller* is a trademark of Game Designers' Workshop; *RuneQuest* and *Trollpak*, of Chaosium, Inc.; and *Villains & Vigilantes*, of Fantasy Games Unlimited.

Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder.

All names of games published by Steve Jackson Games are trademarks of Steve Jackson Games, or used under license by Steve Jackson Games.

Use of the name for any product without mention of trademark status should not be construed as a challenge to such status.

THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to SJ Games, P.O. Box 18957, Austin, TX 78760-8957.

All material is copyright © 1983 by Steve Jackson Games. All rights reserved. Printed in USA by Futura Press, Austin.

Subscription rates, as of 4-7-81:

In the United States — one year (12 issues) \$21; two years (24 issues) \$39. A lifetime subscription is \$250. Outside the U.S., please add \$5 per year for surface mail. International rates subject to change as postal rates change. NOTE: All payments MUST be in U.S. dollars, made by International Money Order, or checks drawn on a U.S. or Canadian bank.

It's April again, and we have a little foolishness to complement a foolishness-packed month.

Our chief lunacy is this issue's complete game: *Globbo*. There's these hideous exploding biting kids, see, and a cheerfully murderous Playroom Assassination Device, and — well, you'll just have to look it over for yourselves. Also included is a promotion for the Famous Game Designers' School, where you learn how to Make It Big in the game design business. However, we hold ourselves free of any responsibility if you follow the advice in the article . . .

More straightforward text comes in the form of advice for intimidating puny humans with the Ogre, plus featured reviews of Chaosium's *Trollpak* and FGU's Revised *Villains & Vigilantes*.

And there's a surprise in this issue's *Counter Intelligence* column (page 31). This is no April Fools, folks — you can take it seriously . . .

—Aaron Allston

ARTICLES

Basic Ogre Strategy * Steve Jackson

The game's designer shows how to get the most from the Ogre 2

Annual Game Index

Indexing game reviews, articles, and variants from the last year 4

Chainsaw Combat for Traveller * Christopher Kupczyk

No, this is for real 8

Famous Game Designers' School * Diverse Hands

Now you, too, can design your way to (your mis)fortune 12

Novas in Cosmic Encounter * Allen Varney

A new way to confuse friends, foe, and yourself in CE 16

COMPLETE GAME

Globbo * Allen Varney

The Kids vs. babysitter in a really alien playpen 17

FICTION

Master's Thesis * Phillip Rennert

Or, some secrets are best left unknown 14

REVIEWS

Trollpak * David Nalle 7

Revised *Villains & Vigilantes* * William A. Barton 9

Capsule Reviews 34

SUPPLEMENTS: Champions II, The Curse on Hareth, Damocles, Gamesmen of Kasar, Orb Quest, The Plateau Capital of Evil, Search for the Crystal Sword, The Snow King's Bride, Spell Law, Starsilver Trek, Sunday Drivers. MINIATURES: Fantasy Lords and Fantasy Monsters. PUBLICATIONS: Nexus.

COLUMNS

Murphy's Rules * Ben Sargent 28

Counter Intelligence * Aaron Allston 31

Metal * John Rankin 32

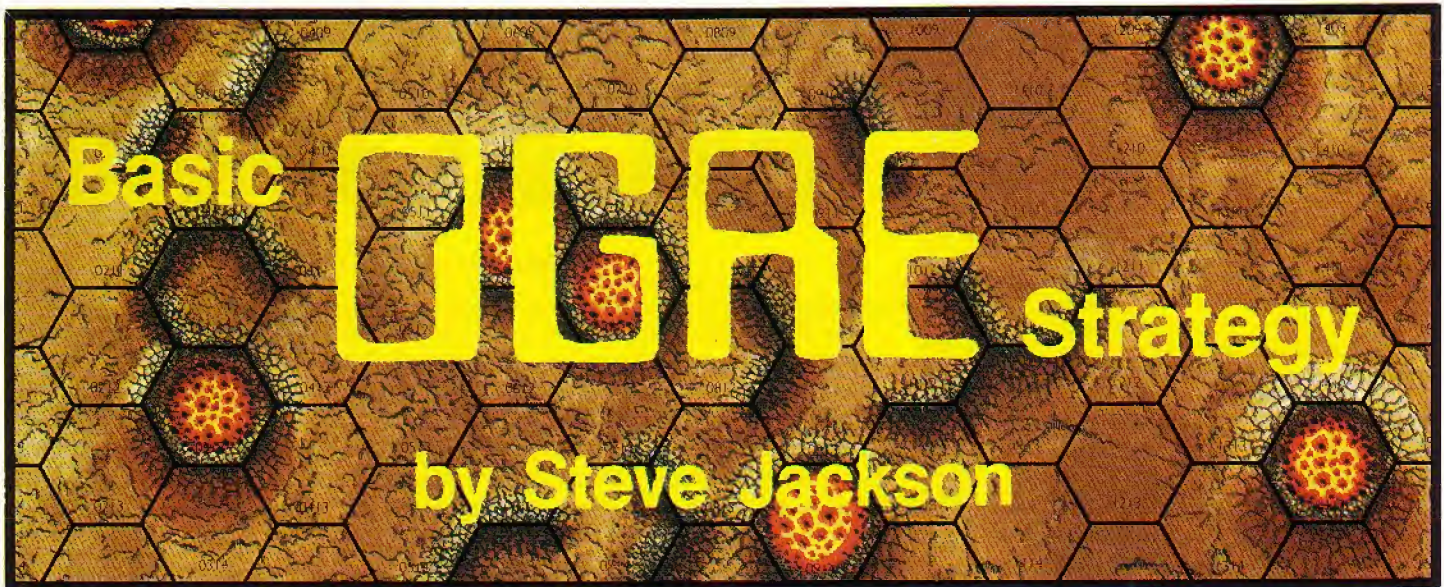
Where We're Going * Steve Jackson 33

DEPARTMENTS

Letters 30

Scanner 40

Index to Advertisers 44



It's probably bad manners for me to admit this . . . but *Ogre* is still one of my favorite games. And I *know* it's bad manners for me to say *this*, even though it's true: I very rarely lose. Every so often I get to play a demonstration game at a convention and, much more often than not, I walk all over the other guy. *Especially* if I get to play the Ogre.

I'd like to think this is raw talent coming to the fore, but a much likelier explanation is that I've played the game ten times as often as the other fellow. Practice may not make perfect, but it certainly helps — *especially* with the Ogre. Some of the best tactics for the killer robot aren't obvious.

The Ogre's obvious advantages, of course, are its tremendous firepower and its near-invulnerability. Its less-noticeable advantages (the ones that your opponent may not be ready for) are its ability to pick its entry point and to set the pace of the game. In spite of appearances, the Ogre needs *all* its advantages. Against a competent defender, the Ogre that simply bulls toward the command post, mindlessly shooting at everything in range, will lose.

Choice of Entry

This is your first decision. If your opponent is smart, he will have set up his command post as far back as possible. It'll probably be centrally located. Wherever it is, you should probably enter in a fairly central location. Exception: If the CP is set up in one corner, with a tight knot of defenders around it, you should enter in the *far* corner, maximizing the travel time to the CP, to tempt the defender to "unknot" and split his force.

Once you enter, you don't have to move in a straight line. The Ogre is pow-

erful, but it shouldn't behave like a mindless juggernaut. Its mobility is better than many of its foes, and as good as all the rest except those pesky GEVs. By jinking back and forth a few times as it moves in, the Ogre can get an unskilled defender badly snarled up, and keep even a skilled defender from laying a trap. In some circumstances, you can lure your foes out toward the unobstructed end of the board, back up, and then charge right past them. If you are still moving at 3, they may never catch up!

Sideslip

A corollary of the "jinking" trick is the tactic of slipping toward the side of an enemy group. Faced with (for instance) a dozen heavy and missile tanks, the Ogre can do two things. It can charge into the middle of the group. If it has enough guns left, it may kill half the defenders; the other half will counterattack on their turn, and do serious damage. A likely result from six tanks attacking is two Ogre guns lost. This doesn't seem like much, but it adds up!

So . . . what does the smart Ogre do? Not retreat — just sideslip. Instead of moving toward the center of the enemy group, the Ogre goes toward (or past) the edge. It then attacks as many enemies as possible. Having fewer targets, it scores fewer kills — maybe only two or three. But few or *none* of the surviving enemy will be able to counterattack! True, not every defender will let you do this more than once. But even once in a game can give you an edge. And as long as your enemy is willing to feed you units a few at a time, you might as well take them. Your ammo is free, but you can't replace your guns. Which leads us to a very important principle —

Divide and Conquer

Whenever you can, you should seek to engage only part of the enemy's forces. He, in his turn, will seek to concentrate his force against you. Some cases:

(a) Faced with a defense built around the protective "umbrella" of two or three howitzers, hang back for the first few moves, jinking even more than necessary. Give those defending units time to come to you. If they do, you've split the force into "fast" and "slow." If you can deal with the faster units *outside* the howitzer umbrella, you'll avoid taking unnecessary hits.

(b) Another point when dealing with a howitzer umbrella: study it! If the opponent has carelessly divided his own forces by leaving a gap in the coverage — a row of hexes covered by only one howitzer, or even a path around the edge of the umbrella — use it!

(c) If the opponent takes no howitzers at all, "divide and conquer" is still important. Hang back as before, and encourage his fast units to come out to meet you. A player that doesn't believe in howitzers will often choose a very large number of GEVs. You *must* deal with these while you still have both movement and guns; your first objective should be to wipe out GEVs, even if it means moving sideways or backwards to pinch off isolated units. As long as the enemy thinks you're more interested in the CP, he may put GEVs behind you; you can shock him badly by turning around and wiping them out.

(d) In the endgame, when your Ogre's speed is down, you no longer control the pace of the game. This is the time for the Charge of the Extremely Heavy Brigade — grinding toward the CP. But this doesn't mean you must ignore enemy units. Quite

to the contrary – sometimes it's best to sacrifice a hard-won hex of distance if it lets you destroy an incautious enemy. The slower you're going, the more turns each enemy unit has to put further damage on you, and the more advantage you can get by destroying it early. The ultimate example: Faced with a howitzer some distance away from a CP, but covering that CP, the slow Ogre should probably aim for the howitzer first! Once it's destroyed, the Ogre can make its way to the CP in peace. If the CP is the first target, the howitzer may have enough time to destroy the Ogre totally. (Of course, if it looks like you may not last more than a few turns anyway, go for the CP first!)

Proper Use of Missiles

There is no "one best target" for your missiles. My only rule is – don't let the enemy destroy them! Some players believe in keeping a few missiles back as a threat. I don't think that's a good idea. Consider: It will probably take two or three shots to destroy a missile. But a properly-used missile will destroy its target every time – and that target will then fire *no* more shots. What do I mean

by "properly-used"? Either fire it at a low-defense unit like a CP or HWZ, guaranteeing a kill, or hit a unit in the Ogre's line of march, so disabled units can be finished off next turn with gunfire or ramming.

Target choice must be ruled by tactical position. If several units are advancing from within a howitzer umbrella, you may want to salvo all your missiles at once and fry the closest half-dozen. (If your opponent argues that you can only fire two missiles per turn, he's right – according to the first-edition rules. The second and third editions dropped this limit.) If, on the other hand, the enemy units are coming a few at a time, you don't need to use your missiles as soon. And if all the enemy units are hanging back at the edge of the howitzer umbrella, you may want to go right up to the edge and dash in, firing at the howitzers themselves. Whatever you do, don't waste your missiles. The sooner you use them, the sooner you cut down on the enemy's numbers. The best targets, obviously, are CPs and HWZs, but *any* armor units except light tanks are worth hitting. (Caveat: If you're faced with a very large number of GEVs, your missiles may be the *only* way to get them all.)

Use of Terrain

This is simple but important. As the Ogre, you can't afford to ignore terrain. Rubble doesn't affect you, but it *does* affect your foes. In the endgame, you can pass beside a crater or rubble line and "scrape off" following foes.

Some players rely on the "edge of the map" strategy. I don't like this; you lose in predictability what you gain in safety. But the fact remains that a unit near the map edge may be fired on from fewer hexes than a unit in the middle of the board. This is why most defenders will put their CP in the middle, and why you should avoid central positions if there is a chance you may be surrounded and swamped.

To recapitulate: The Ogre should play aggressively, but carefully. Fire missiles and sideslip when necessary to avoid being attacked by large numbers of units at once. Study the enemy dispositions; take advantage of the Ogre's speed and firepower to isolate and destroy small enemy detachments. The "Charge for the CP" tactic is only to be used in desperation.

I've smashed a lot of command posts with these tactics; you can do the same. Good luck.



The Traveller® Adventure

When the crew of the merchant vessel *March Harrier* befriends a shaggy, wolf-like alien Vargr in the underground city of Leedor, they have no reason to suspect that they are beginning a quest for the secret of a jewelled alien ornament . . . a quest that will take them to an asteroid mining settlement, to frontier trading stations, and to dozens of exotic worlds. But the ornament is intended for more than mere decoration, and the adventuring crew is soon marked by the extra-legal security apparatus of the giant Tukera Lines megacorporation. From the teeming underground warrens of Leedor, to the cold and lonely asteroid belt and the trade routes between systems – the crew and their Vargr companion need every skill at their disposal to discover the true secret of the ornament.

The *Traveller Adventure* is a 128-page hardcover volume filled with all new *Traveller* action and excitement. The book is a valuable addition to any *Traveller* library, compatible with any *Traveller* rules set. \$14.00

Other new *Traveller* publications are **Starter Edition Traveller**, **Library Data N-Z** (Supplement 11), **Nomads of the World-Ocean** (Adventure 9), and issue 15 of **The Journal of the Travellers' Aid Society**.

Available from better retailers around the world.

Game Designers' Workshop

P.O. Box 1646, Bloomington, Illinois 61701

Annual Game Index

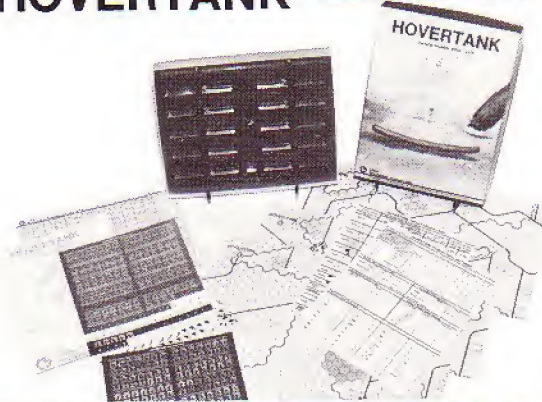
TSG #50-61

This is our annual index to game articles and reviews from TSG 50-61. The coding system used is as follows: c = capsule review, d = designer's article, e = errata, f = featured review, g = game, m = mentioned in Game Master, s = strategy article, v = variant, x = mentioned in Contest or Contest Results. Example: "Grav Armor f55; d55; v59" means that *Grav Armor* had a featured review and designer's notes in issue 55 and a variant article in issue 59.

The Adventurers c60
 Adventures in High Fantasy c51
 Alma Mater c58
 Amazon Mutual Wants You c50
 Angmar c61
 Arduin Adventure c52
 Aslan Mercenary Ships c57
 Asteroid v52
 Asteroid Pirates c53
 Attack Force c61
 Azhanti High Lightning m53
 Battle Damage: Code Red c60
 Battlesuit g59
 Berserker c59
 Berserker c60; v60
 Bifrost c57
 Blue Frog Tavern c50
 Borderlands c58
 Book of Mars c54
 Boot Hill m54
 Broadsword c52
 By the Sword c58
 Car Wars m55, 59; v50, 51, 57, 58
 Catacombs of the Bear Cult c54
 Caves & Caverns c60
 Chamax Plague/Horde c51
 Champions v51, 53, 61; m54
 Champions Gamemaster's Screen c51
 Chopper Command c56
 CityBook I c54
 Claw Law c56
 Corsairs of the Turku Wastes c52
 Cosmic Ark c59
 Cosmic Balance f59
 Cosmic Encounter v57
 The Creature That Ate Sheboygan s53
 The Creatures That Ate New York c50
 Crime Lords c51

Cytron Masters f59
 Daredevils c61
 Death Duel with the Destroyers c52
 Defender c57
 Demon Attack c53
 Demon's Run c54
 Donkey Kong c59
 Dragon's Hall c54
 Dragons of UnderEarth c55
 Duel Magical c51; m53
 Dungeon of King Lout c53
 Dungeons & Dragons v50; m50
 Elf Chariot (miniature) c56
 Eliminator c59
 Empire I: World Builders c51
 The Empire Strikes Back c55
 Encounters c57
 Escape from Altassar c61
 Eternal Curse c58
 Fantastic Personalities c52
 The Fantasy Trip v51, 52, 54, 56, 57, 61
 The Fantasy Trip Character Record Sheets c58
 Fantasy Wargaming c56
 Fate of the Sky Raiders c60
 FCI Consumer Guide c52
 F'Deck Fo's Tomb c52
 Field Guide to Encounters c55
 Field of Honor c55
 Frogger c58
 Future World v60
 Galactic Gladiators f59
 Galaxy c61
 G.E.V. m50, 54, 55, 57; s52
 Glory Hole Dwarven Mine c54
 Grand Master of the Martial Arts c53
 Grav Armor f55; d55; v59
 Grav-Ball c60
 Grimtooth's Traps Too c61
 Helltank Destroyer c60
 Heroic Fantasy s58; f57
 Heroic Expeditions c51
 High Fantasy c51
 High Guard m51
 Highway 2000 c53
 Homeworld c60
 House on Hangman's Hill c52
 Ice Hockey c54
 The Illhiedrin Book c53
 Imperial Data Recover System c50
 Imperial Striker Force c56
 In the Service of Saena Sephar c54
 Island of Dr. Apocalypse c59
 Jonril: Gateway to the Sunken Lands c61
 Journey c59
 Journal of the Traveller's Aid Society - Best of c53
 Judges Guild Adventures f50
 Kaboom! c55
 King Kong c58
 K'Kree Military and Citizens (miniatures) c57
 Klondike Adventure c61
 Kung Fu 2100 c51
 Laserburn (miniatures) c55
 Legend of the Sky Raiders c50
 Liberation at Riverton c56

HOVERTANK Tactical Combat 2054-2115



HOVERTANK is a tactical simultaneous combat and movement simulation of warfare in the period 2054-2115. Sixteen scenarios depict four major conflicts: the Moon War (2054), the Mars Colony Revolt (2080), the Alpha Centauri I Revolt (2110) and the Second Alpha Centauri War (2115). Also included is a multi-player scenario: Recovery of the Alien Stardrive (2081). Scale is platoon level, each turn equals three minutes real time and each hex 100 meters. Physical components: Four 11"X17" back printed three color geomorphic maps (for a total of eight maps) • A 16 page Rule book • Two Combat Charts and Tables sheets • One die • One pad of plotting sheets • Two back printed counter sheets (392 counters) • Unit storage tray with snap on lid • All this for only \$16.00

436	AH
2	15
:4:	60

421	MB
0	0
:3:	30

602	E-3
8	17
:7:	90

819	E-7A
10	17
:10:	70

121	↑
3	15
4	2

212	↑
4	15
4	2

Also for sale:

The Faiklands War: Naval Conflict in the Missile Age.....\$14.00
 Storage trays with snap-on lid (fits Bookcase boxes).....3 for \$5.00
 Blank 22" x 33" numbered hex maps (mailed rolled).....5 for \$6.00

Send check or money order to

Include \$1 for postage. Illinois residents

please add 6% sales tax.

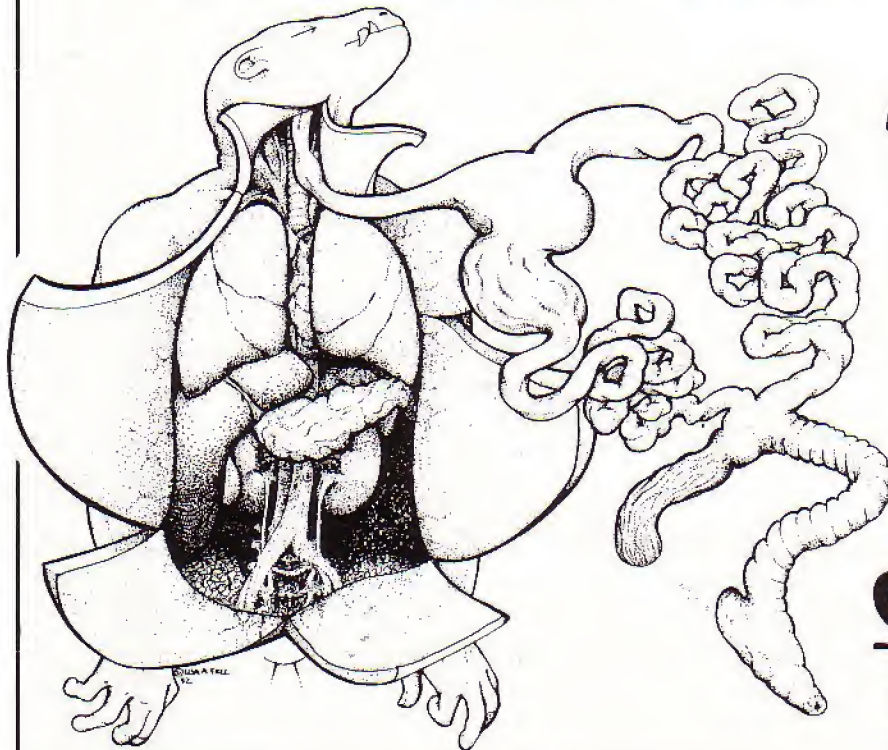


Close Simulations

P.O. Box 2247
 Northbrook, IL 60062

- Library Data (N-Z) c60
 Lost Conquistador Mine c60
 Man, Myth & Magic f60
 Merc c59
 Merchant-Class Ships c58
 Merchant Prince c53
 Microworld c52
 Middle Earth c57
 Missile Attack c54
 Mistywood c52
 Moon Base Clavius c52
 Murder in Irliss c53
 Napoleon at Waterloo c50
 Necromancer g55
 Neutrons c51
 Night of Conquest / Divine Intervention c59
 Ogre m50, 54, 55, 57; s52; v52
 One-Page Bulge m56
 Pac-Man c53
 The Phantastical Phantasmagorical Montie Haul Dungeon c51
 Pharoah c54
 Phase VII c57; m57
 Pirates and Plunder f56
 Portals of Irontooth c52
 Prison Planet c59
 Prisoner c52
 Raiders of the Lost Ark c61
 Rescue on Galatea c58
 Riddle of the Sphinx c58
 Robot Attack c52
 Role Aids f58
- RuneQuest (miniatures) c57
 RuneQuest Borderlands c56
 Scarfman c54
 Seldon's Compendium of Starcraft I c50
 S.E.U.I.S. f59
 Sewers of Oblivion c51
 Shadows of Yog-Sothoth c60
 Shootout at the Saloon c58
 Siege Equipment (miniatures) c58
 SoloQuest c55
 Solomani Rim c56
 Sorcerer of Siva c54
 Space Opera s51; v56
 Stampede c53
 Star Fleet Battles s54
 Star Fleet Battles Ex 2 c59
 Star Fleet Battles Ex 3 c61
 Star Force m53
 Star Frontiers f60
 Star Patrol d51
 Star Smuggler c60; m56
 Starfighter c61
 Starleader: Assault f61
 StarMaster c55
 StarWeb s61
 Stellar Conquest m52
 Stellar Track c54
 Striker f53
 Superhero 2044 v53
 Supervillains c56
 Sword Worlds Military (miniatures) c56
 SwordQuest: Earthworld c61
 Taxman c56
- Tegel Manor c53
 Telengard c58
 Theseus and the Minotaur c57
 Titan c58
 Top Secret v58
 Top Secret Administrator's Screen and Mini-Module c54
 Tower of Indomitable Circumstance c50
 Tower of Azann c50
 Trading Team c53
 Trail of the Sky Raiders c56
 Trailblazer c50
 Traitor c55
 Traveller v50, 52, 53, 56
 Triplanetary m60
 Umbar c61
 Undead m54
 Valley of the Mists c54
 Vault of Ni'er Queyon c52
 Venture c58
 Viking Gods c61
 Villains & Vigilantes v53
 War Machine (miniature) c57
 Wild West c52
 Windsloe Mansion c61
 Wizardry Revision 2 c50
 Wizard's Realm c53; v54
 Word Zapper c59
 Worlds of Wonder f51
 Wraith Overlord c51
 Ysgarth Rule System c58
 Zienteck c55
 Zhodani Military (miniatures) c56

TOTALLY REVEALING!



A RUNEQUEST © EXPERIENCE

TROLLPAK

ALL ABOUT TROLLS

TROLLPAK: Elegant, Artistic, Innovative,
 Complete, Refined, Entertaining,
 Professional, Useful, Classic, Unique.

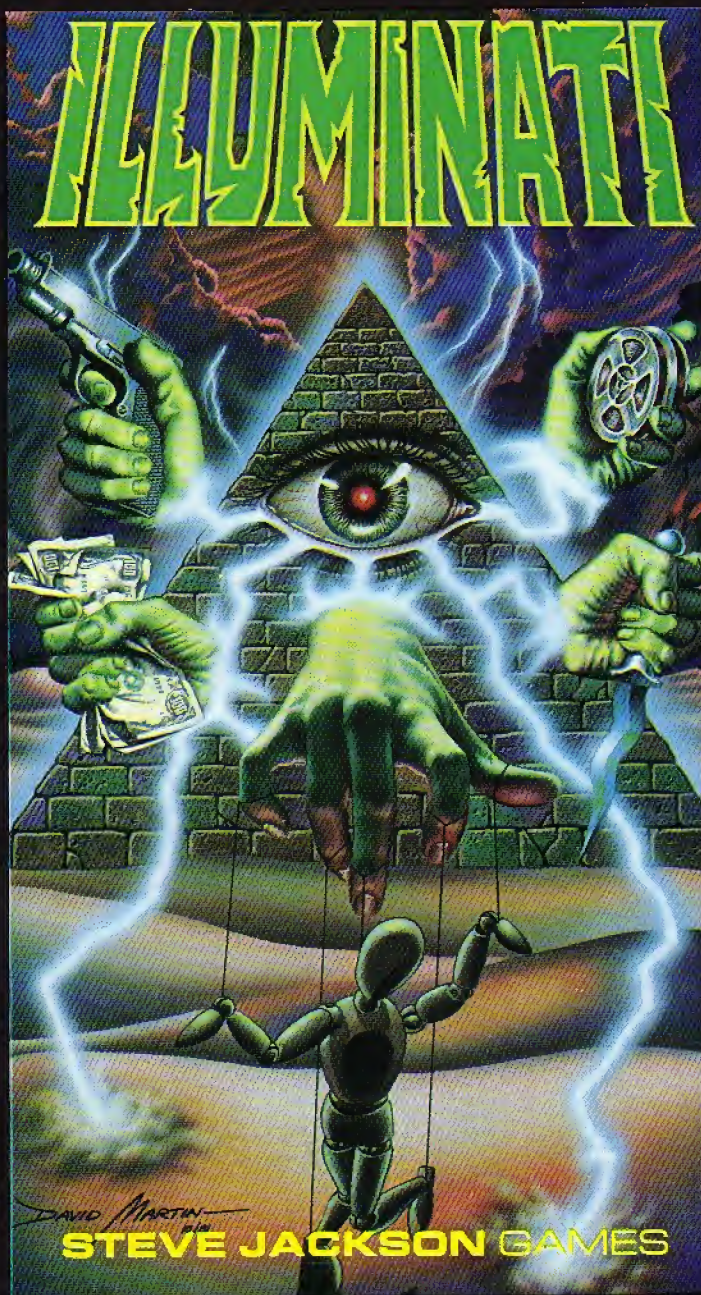
TROLLS: Crude, Grim, Uncouth, Brutal,
 Coarse, Gruesome, Callous,
 (but Fascinating).

CHAOSIUM INC.

To order *Trollpak* ask for product number 4016-X and send \$18 plus \$2 for postage and handling to CHAOSIUM INC., Box 6302-D, Albany, CA 94706-0302. California residents must add appropriate 6% or 6½% sales tax. Payment must be in U.S. funds. Allow two to four weeks for delivery.

Write for our FREE CATALOG.

JOIN THE CONSPIRACY



Illuminati is a game of world conquest . . . not by guns and missiles, but by stealth and guile. Each player controls a cabal of the Illuminati — “secret masters” struggling to dominate the world. No ploy is too devious, no stratagem too low, as the Illuminati scheme and fight for ultimate control.

This “Pocket Box”™ game features a full color cover, easy-to-learn rules, and a deck of 54 plastic-coated playing cards — and retails for only \$6.00. Two to six can play.

The whole family will have fun with *Illuminati*, a fast-paced and exciting game designed to appeal to all ages and interests.

Now available — two *Illuminati* Expansion Sets for more *Illuminati* fun!

With EXPANSION SET 1, you can deal with the Pentagon, the Phone Phreaks, and the Video Games . . . and face the dreaded new group, the Society of Assassins!

EXPANSION SET 2 is for the truly illuminated — featuring the Nuclear Power Companies! Trekkies! Preppies! The Orbital Mind Control Lasers!

Each *Illuminati* Expansion Set is only \$6.00 — join the conspiracy and get yours today!

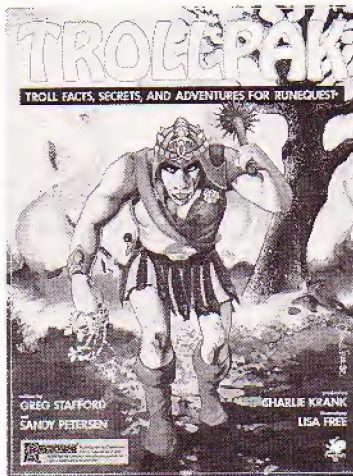
STEVE JACKSON GAMES • BOX 18957, AUSTIN, TEXAS 78760

Illuminati and “Pocket Box” are trademarks of Steve Jackson Games. Fnord

Featured Review

TROLLPAK

by David Nalle



Trollpak is a detailed and extensive background packet for use with *RuneQuest*, especially with campaigns actually set in Glorantha or strongly Glorantha-based worlds.

This is one of few really detailed background examinations available for a role-playing game. It is one of the best pieces of detailed development I have seen, and expands *RuneQuest* in an area which is interesting and particularly suited to that game system. It is exhaustive in its examination of trolls, and when you're finished reading, you know more than you might ever want to know about them, at least as they exist in Glorantha.

Trollpak's three books are *Uz Lore*, *Book of Uz*, and *Into Uzdom*, each of which looks at a different area of the race and its activities. The first book features details on history, anatomy, culture, and other basic information. The second concentrates on how to play and game-master trolls so that they are more developed and more interesting, fitting them into their cultural context to add more flavor. The last book has several fully-developed scenarios and some auxiliary playing information. In addition, there is the map already mentioned, which is rather nicely done, and also included is a mini-scenario called *Munchrooms*. The package is nicely done, with good and appropriate illustrations and clear writing. There is little or nothing significant left out.

I would recommend *Trollpak* for its completeness and attention to detail. It is a model for such play-aids, and really tells all you need to know about *RQ* trolls. Such things as anatomical diagrams, maps, cults, tribes, and organizations add a lot of helpful detail. There is enough here to let you run trolls forever with a minimal amount of original work or thought.

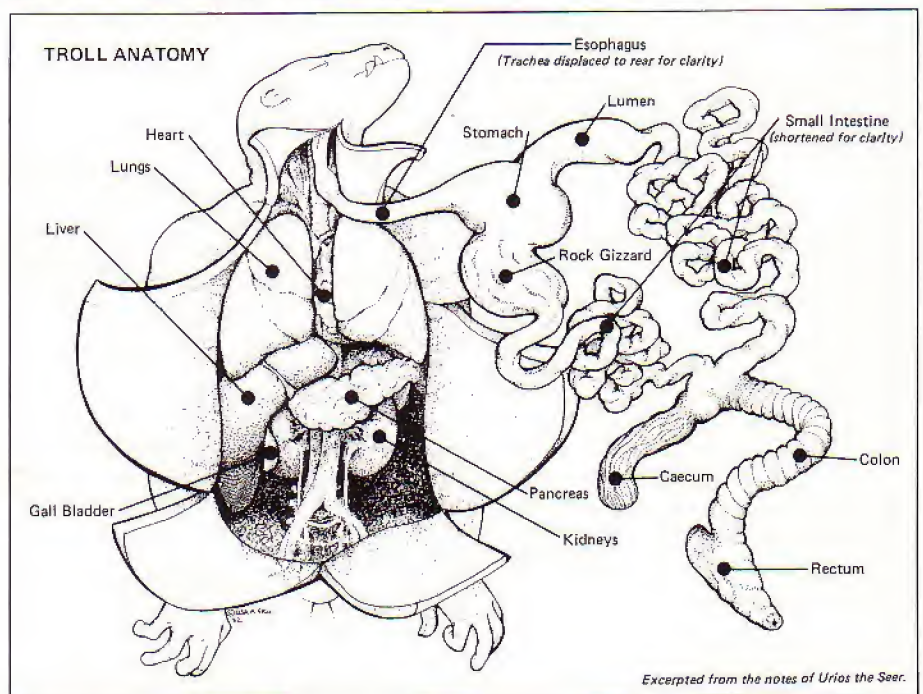
So much for the strong points. *Trollpak* also has some notable weaknesses. Some of these are conceptual and some are practical. In general, the greatest problem of *Trollpak* as a game aid is that it is so limited in its appeal. This is an *RQ* game aid, and couldn't really be anything else. Like so many *RQ* aids, the material in *Trollpak* is so closely tied to the world of Glorantha that removing it to a different FRP context would leave it hollow. Glorantha is a nice world, but is the world of the "official" *RQ*, and many GMs would rather run a world based in their own imaginings. Unless they are highly imitative in their world-design and dominated by a Gloranthan influence, chances are that their concept of trolls will not match that given in *Trollpak*.

Certainly the dominant type of FRP campaign is based on Indo-European cultures and mythology, and *RQ* trolls do not fit this pattern particularly well. In this general area *Trollpak* could be much better, by trying to appeal to a larger audience and covering more aspects of their concept of trolls.

The greatest specific problems in *Trollpak* are with the scenarios, which seem to be rather mechanical, a fault of many *RQ* adventures. While they provide needed detail and statistics, their nature and subject matter is more or less the same solid but uninspiring fare. They are examples of the craft of adventure-design, rather than an expression of design as art. On the whole, the third book was rather disappointing, and I suspect that this would be especially true for *RQ* players who make a habit of playing primarily in scenarios purchased from Chaosium.

Trollpak is a fascinating product, in spite of its flaws. It is a must-buy for *RQ* players who use Glorantha. Beyond that, it is an impressive work of detail and comprehensive design which I hope will serve as a model for future game-aid designers. While its value to non-*RQ*ers is hard to define, it is well worth looking at, and could lead to the birth of new ideas and adaptations for any game.

Trollpak (Chaosium); \$18. Designed by Greg Stafford and Sandy Petersen. Three 8½" x 11" rulebooks (64, 64, and 48 pages, respectively), 12-page mini-module, 6-page mini-module, 8-page player information handout, 22" x 27" two-sided map, boxed. Supplement for *RuneQuest*. Published 1982.

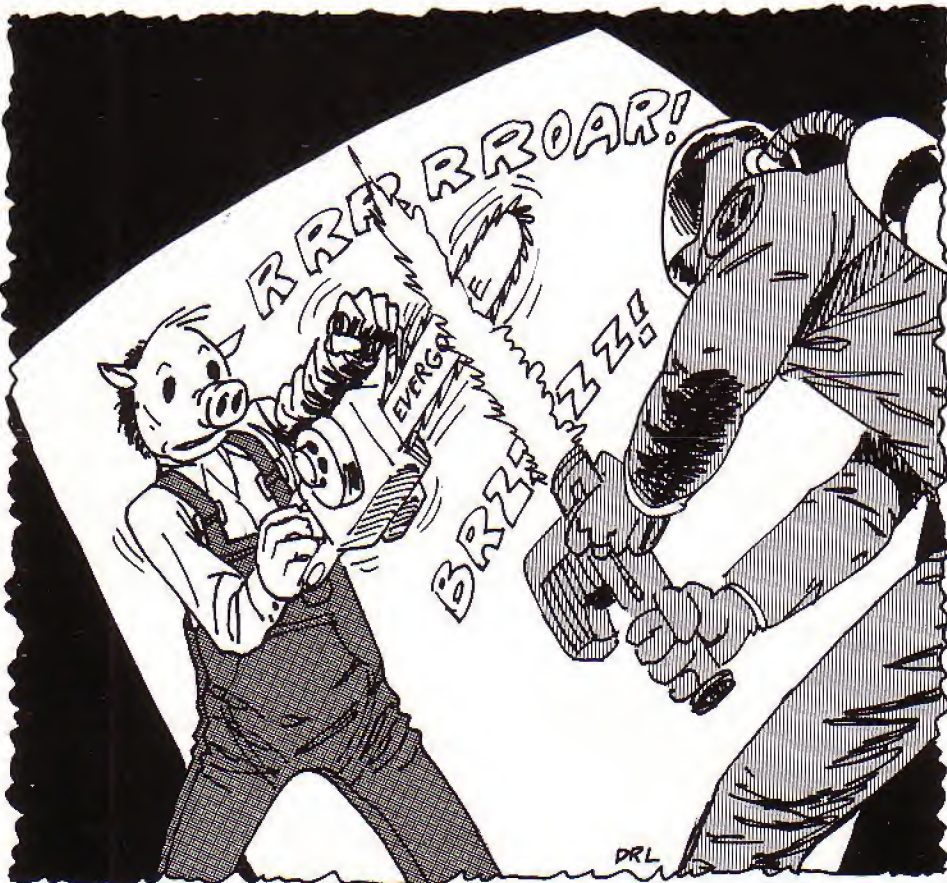


Excerpted from the notes of Urios the Seer.

Trollpak is a trademark of Chaosium, Inc.

Chainsaw Combat in *Traveller*

by Christopher Kupczyk



I recently had the (unfortunate) opportunity to view a movie involving a chainsaw-wielding murderer. Ten minutes into the film, between yawns, I realized that I should have stayed home and designed material for *Traveller*.

But my thoughts of the movie stayed with me and, when home, I dug out my *Traveller* set . . .

Book 3 states that the purpose of a chainsaw is felling, cutting, and shaping trees. But how about felling, cutting, and shaping people?

Using Chainsaws

Any skill with a blade weapon will be considered enough expertise to operate a chainsaw without negative DMs. Apply a DM of -2 if no blade skill is used.

Required Strength: 9

Required Strength DM: -5

Advantageous Strength: 12

Advantageous Strength DM: +2

Weakened blow or swing: -6

Below are the to-hit rolls for the chainsaw as weapon. Chainsaws are only usable at close or short range, and do 4d4-4 damage when they hit.

The required strength and advantageous strength numbers are based more on the weapon's bulk and awkwardness than its weight; as is explained below, higher tech-level chainsaws tend to weigh less. However, their general shape and clumsiness remain essentially the same.

Chainsaws Through the Ages

Due to the advances of science, weights and prices for chainsaws will tend to vary. In addition, the power source for the machine tends to become more advanced, from the very early gasoline-powered saws, through the electronic and solar-powered models, to the advanced fusion chainsaw.

Tech Level	Weight	Cost
4	12 kg	Cr2000 (gasoline)
5	10 kg	Cr1000 (gasoline)
6	8 kg	Cr 500 (gasoline)
7	7 kg	Cr3000 (electronic)
8	6 kg	Cr2000 (electronic)
9	4 kg	Cr1000 (electronic)
10	4 kg	Cr1000 (solar)
11	3 kg	Cr 500 (solar)
12+	5 kg	Cr 500 (fusion)

Gasoline chainsaws operate for approximately 30 minutes before refuelling is necessary. Electronic chainsaws must be recharged after 48 cumulative hours of use. Solar-powered chainsaws need never be recharged if they are used when exposed to sunlight; but if no sunlight is available, their internal battery still stores four hours of energy. Fusion-powered chainsaws need never be recharged.

Electric chainsaws are also available at Tech Levels 5 and 6; they are two kg lighter than their gasoline-powered equivalents and cost the same. However, an electric chainsaw is useless beyond the range (typically 20 meters) of its extension cord. There is also the possibility that an opponent may cut the cord (or simply pull it loose) during combat.

So there you have it: everything you wanted to know about chainsaws (as weapons) but were afraid to ask. Now Travellers, as well as murderous Texans, can enjoy all the benefits of chainsaw use.

To Hit Table

Armor	None	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Range	C S	C S	C S	C S	C S	C S	C S
To Hit	5 3	6 4	7 4	7 4	5 3	6 4	12 10

FEATURED REVIEW:

VILLAINS AND VIGILANTES

by William
A. Barton

In the comics industry, superheroes are Big Business. And it looks like the same is rapidly becoming true of role-playing games, as the number of superhero RPGs continues to expand.

But, in the beginning, there were only two superhero RPGs: first Gamescience's *Superhero 2044* and then FGU's *Villains and Vigilantes*. *Superhero 2044* differed from most RPGs in that characters were

built with points rather than rolled up. However, since *SH 2044* had some design flaws and also seemed to be more oriented to non-playtime patrolling than gaming, a lot of gamers preferred the more conventional *Villains and Vigilantes* — where random generation of characteristics and superpowers was the rule.

Then came the second generation of superhero RPGs — games which were more

playable and allowed superheroes to be built according to player choice rather than by die roll. The most notable of these are Hero's *Champions* and Chaosium's *Superworld*. *V&V*, like *SH 2044* before it, began to fade from the SHRPG gaming scene.

Now, in an effort to regain its share of this comic-oriented market, FGU has released a new, revised version of *Villains and Vigilantes*, expanded and reworked by original designers Jeff Dee and Jack Herman.

RV&V is vastly improved over its original incarnation. Power descriptions have been expanded and made more playable; the combat system has been streamlined; new background information has been added. Those who liked the first edition, but found it lacking in some areas, should be greatly pleased with the revised edition. Those who ignored original *V&V* might do well to take a look at the new version. They might be pleasantly surprised.

As noted, most of the power descriptions have been expanded and spelled out in game terms; before, many were pretty much left up to the GM to figure out. For example, Animal/Plant Powers now include characteristic modifiers for the various classes of animal or plant categories, not to mention tables of specific powers that may be rolled for each. Armor and Invulnerability now reduce the amount of damage taken rather than the chance to be hit. New powers have been added, such as Devitalization (which saps power from opponents), Wings (for Hawkman clones), and Cosmic Awareness (which allows a character to gain information from the GM — at the risk of having his mind blown by the vastness of the cosmos).

Some of the old powers have been altered, combined with others, or done away with altogether. Temperature Control:



DEFENSE TYPES:	ATTACK TYPES																
	Chemical Power (11)	Disintegration (15)	Emotion Control (7)	Flame Power (15)	Force Field (16)	Gravity Control (10)	Hand To Hand (5)	Ice Power (14)	Light Control (8)	Lightning Control (15)	Magnetic Powers (13)	Mind Control (9)	Paralyze Ray (12)	Power Blast (16)	Sonic Abilities (10)	Transmutation (9)	Vibratory Powers (10)
Adaptation	0																
Android Body	15		5							16		5					
Astral Projection	3	0	10							6		11					
Bionics	12									16	14						
Charisma +			5									8					
Charisma -			9									10					
Chemical Power	0	13												11			
Disintegration Ray	0			13													
Flame Power	0																
Force Field	0				0												
Gravity Control						0											
Ice Power							1										
Intelligence +			6									7					
Intelligence -			10									11					
Life Support				7													
Light Control								2									
Lightning Control	9									0							
Magnetic Powers	6			13	8	5	0	12		0				8			
Non-Corporeality	0	0	8	0		0	0	0		0	10			0		3	0
Power Blast	9			12	15		1	7						0			
Robotic Body	15		5						5	17	15	5	6			5	
Sonic Abilities	9		4	13	14			4				6		13	0		
Stretching Powers	9	13		13	14	9	2	10	7	14			10	14		5	0
Telekinesis	10			14	14	2	1	10	7		5			15	8		6
Willpower			0		12	5	0	10	7			0		6	14	8	5
Vibratory Powers	7	10		10			0	4					8	8		4	0

V&V's revised combat chart. Copyright © 1982 by FGU.

Cold and Hot have been combined respectively with Ice and Flame Powers; Power Copying has been absorbed into - what else? - Absorption; and Time Travel has been replaced with Dimensional Travel. (This latter power includes a Time Travel aspect, which is actually travel to other dimensions resembling Earth at different eras, to avoid the possibility of players casually toying with the time-stream.)

A few other powers have experienced name changes: Form Change is now Size Change; and Phantasmal Forces is Illusions. Oddly, descriptions of some powers have been left vaguely defined despite the expansion of most: Body Powers, Magic Spells and Special Weapon, as well as the new Psionics, are all left to the GM to define.

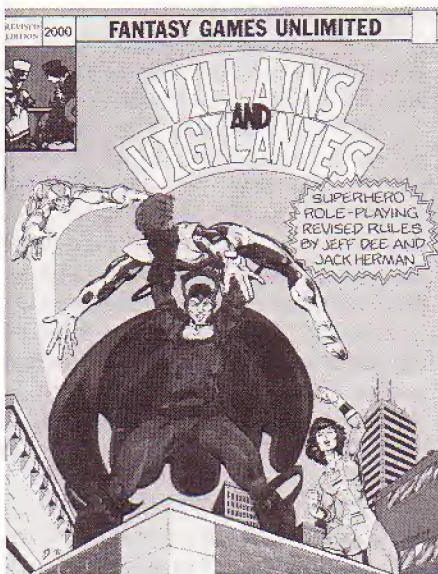
Another section of the rules which has been significantly changed is the combat system. In the first edition, to-hit deter-

mination was made by cross-indexing the attacking power with five powers that the defender would use, adding the numbers at each junction together (if less than five defenses were in use, a number following the attacking power was used to make up the extra defenses), then rolling that number or less on d100. In *RV&V*, the cross-index has been streamlined by removing all powers that have no actual relation to the type of attack, leaving only the number of the *best* defense being utilized. This number is then modified by differences in the level of the attacker and defender, range, and ability modifiers, and the result is obtained on 1d20. While it may not *sound* much simpler, it really is. Perhaps just using the d20 rather than percentiles makes the difference. At any rate, it is a more satisfying method than that of the first edition. The only problem I found was that the statement that you roll the number or *less* (rather than more) on d20 was buried in the section on evasion, where I didn't locate it until after I'd had to figure it out from the example.

There have also been some changes in the character-generation system. For example, Agility (Dexterity in the old edition) can be modified by the character's weight; weight was pretty much ignored in the original *V&V*. Carrying capacity, absent in the old edition, now helps determine hand-to-hand damage. And the ridiculous method of determining hit points by the number of dice per level has been changed to a system in which hits are based on weight and modified by all characteristics except Charisma. Rising from level to level now gives "training benefits" in certain characteristics (accuracy, damage, etc.), which can

be raised, rather than the old bonus of extra hit dice. A final important omission is that of Origin (Mutant, Accidental Scientific, Nonpowered Adventurer, Alien, etc.), which in the old *V&V* determined which list (or lists) of powers one could roll on. Now players may simply pick which tables to roll on for a chance at the type of powers they want, with no restrictions at all (though for consistency, players should stick to one or two lists).

Despite the revised tables, expansions and improvements, there are still some problems in the *V&V* character generation. First of all, there is still the concept that your first player-character is yourself with superpowers added. So it is up to the player or GM to assign characteristics based on real life. But how many players are going to admit to having *less* than average characteristics in a game in which higher characteristics mean better chances of hitting, doing damage, etc.? Would *you* like to be the GM who has to tell the guy whose character you just assigned a strength of 18 that he has to have an IQ of 3? It's a nice idea in theory; but in practice, it just isn't worth the trouble. I'd have preferred to roll up characteristics from the start. Another (slight) problem involves the reaction modifiers for Charisma. It threw me at first as to why, on the Charisma table, neutrals had an increasingly bad reaction to higher levels of Charisma (good and evil both), until I began to read "charisma" as "conviction." With the changing of dexterity to agility and constitution to endurance, I don't see why this wasn't changed as well. Also troublesome are the various lists of reaction and loyalty modifiers next to the reaction and loyalty tables - I still haven't figured out where they all fit in. A final hassle is in calculating carry-



CHARACTER RECORD SHEET

VILLAINS AND VIGILANTES

IDENTITY: _____ SEX: _____
 NAME: _____ SEX: _____
 EXPERIENCE: _____ LEVEL: _____
 POWERS: _____ TRAINING: _____

WEIGHT: _____ BASIC HTS: _____ AGILITY MOD: _____
 STRENGTH: _____ ENDURANCE: _____
 AGILITY: _____ INTELLIGENCE: _____
 CHARISMA: _____ REACTIONS FROM GOOD: _____ FUL: _____
 HIT MOD: 1 2 3 4 5 6 7 8 9 10 HIT POINTS: 1 2 3 4 5 6 7 8 9 10
 DAMAGE MOD: _____ HEALING RATE: _____
 ACCURACY: _____ POWER: 1 2 3 4 5 6 7 8 9 10
 CARRYING CAPACITY: _____ BASIC/HTS DAMAGE: _____
 MOVEMENT RATE: _____
 DET. HIBERN: _____ DET. DANGER: _____
 INVESTING POINTS: _____ CASH: \$ _____
 INVESTING: \$ _____
 ORIGIN AND BACKGROUND: _____

LEGAL STATUS: _____
 SECURITY CLEARANCE: _____
 OTHER INFORMATION: _____

ing capacity: The listed formula and the text description of the process don't coincide. According to the people at FGU, ignore the formula and go with the written description — it is the accurate one.

The background information for campaign and other purposes has been expanded, and saves the GM a lot of work. Several new "mundane" weapons have been added, including martial arts weapons such as nunchucks, katana and shuriken. The appendices contain detailed tables of various animals, from rats to brontosauri, and vehicles, from motorcycles to jet planes, for those who roll pets or vehicles on the powers tables. Also listed are the basic structural strengths of common (and a few exotic) materials.

For those who like to mix secret agents and elite criminal organizations (*a la* U.N.C.L.E. and Thrush) with their super-heroics, *RV&V* outlines CHESSE (Central Headquarters for Espionage for the Secret Services) and InterCrime, with organizational details of each. Further bits of background information that should prove helpful include expanded NPC generation tables, notes on legal status, donations to charities, and merchandising of the superhero and inventions. One huge waste of space, however, is the three pages devoted to the "laws of the land." These are either so obvious or so obscure that they shouldn't come up in most campaigns.

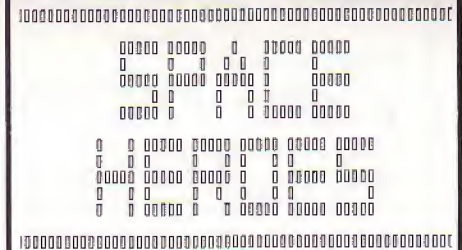
So that's how the revised *V&V* compares to original *V&V* — quite an improvement. But how does it compare to the second-generation superhero RPGs? In my opinion, it holds its own, at the very least. In fact, in a couple points, it may be even more workable. One aspect that comes to mind is the well-distributed use of power points to energize the powers. While certain combat-related powers may have high power costs, others such as invisibility have relatively low costs for long periods of time (one point to activate for one hour of flying). This is in contrast to *Superworld*, where invisibility costs one energy point per level (with an average of about 10 energy points) per *melee round*. Even though the average *SW* character has a lot more energy than the average *V&V* hero has power points, an *SW* hero will burn out a lot faster in a prolonged combat, especially if he's flying, using superspeed, or invisible — all of which use up horrendous amounts of energy.

Another area in which *V&V* stands out from its competitors is one which a lot of gamers will still complain about — the random-rolled superpowers. True, in the new edition, players choose from which list they'll roll for their powers,

but the powers they receive are still random (unless the GM opts to allow them to choose what they want). While I like the *Superworld* method of purchasing powers (personally, more so than that of *Champions*), to me the random method smacks somewhat more of the comics genre. After all, how many comic-book heroes actually had any choice in determining their powers, other than those powers which are the result of highly trained skills or inventions? Not many. So randomly rolling powers is, as far as I'm concerned, as valid a method as purchasing them.

So, if you're really into superhero adventure, I'd recommend giving revised *Villains and Vigilantes* a try. If you decide you still like *Champions* or *Superworld* better, well, you can always use *V&V* to help you decide what powers to purchase in another system when your superintelligence is on patrol near Arcturus IV.

Revised Villains and Vigilantes is designed by Jeff Dee and Jack Herman and published by Fantasy Games Unlimited. The basic 48-page rulebook retails for \$6.00 and the boxed version, which contains the rulebook, character sheet, GM shield, polyhedral dice, and the introductory adventure Crisis at Crusader Citadel, costs \$12.00. Published 1982.



SPACE HEROES is a new Play-By-Mail Game of high risk in outer space. Players take control of a starship and battle each other to death. The winner is an honored Space Hero and receives a complete refund of all turn and set-up charges. The losers are notified of the next SPACE HEROES game and do not have to pay any additional set-up charges.

In SPACE HEROES you will not only battle the other players, for there are other dangers as well. Meteors will constantly cross your path and aliens will prove to be a constant nuisance. You will have to watch out for energy fields that could instantly reduce your ship to atoms and the Doom Ship that is ten times as powerful as your own starship (a \$10.00 cash reward goes to the first player to destroy it).

SPACE HEROES relies heavily on player strategy and interaction between players. A neatly designed communications system eliminates costly letters and phone calls.

SPACE HEROES has been designed for beginners as well as experienced players. The rule-book has been well written and our service is quick and efficient.

One of the best things about SPACE HEROES is the price: only \$5.00 for set-up, rules and first turn. Additional turns cost only \$1.00! Now you don't need a bank account to get into PBM gaming; only pocket change! There are no hidden charges!

Isn't it about time you got into PBM gaming? To enter all you have to do is send \$5.00 along with your name and address to:

SPACE HEROES
1824 Yorktown Road
Lexington, KY 40504

An account system has been set up to enable you to pay for your turns in advance. Information about SPACE HEROES is available upon request via the above address.





THE STANDARD

FOR FRP GAMESMASTERS

THE COMPANIONS 245 Water St., Bath, ME 04530

- MAPPING AIDS**

 - Hexagonal Grid Mapping System
 - "... Very worth the price." Michael Stackpole, Sorcerer's Apprentice No. 15
 - "An impressive product. I know of no better aid." Lewis Pulsipher, The Space Gamer No. 50
- Companion Pieces -- Fantasy Furnishings**

92 designs for figure-sized maps
- MODULAR ADVENTURES FOR ANY RFP SYSTEM**

 - Streets of Gems
 - The Brotherhood of the Bolt
 - The Curse on Hareth

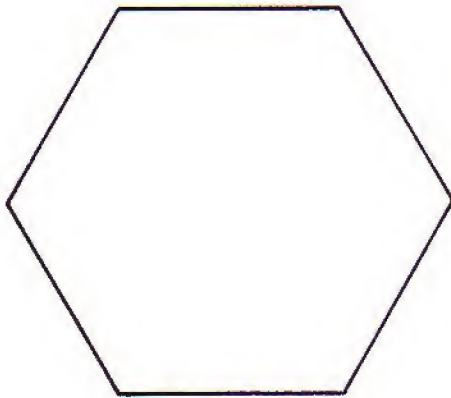
Interlocked adventures, secret societies, NPCs, and monsters for advanced players, discriminating gamesmasters, and sophisticated campaigns
- ROLE PLAY GAME AIDS**

 - Treasure Troves I -- Cards of Power
 - Over 80 new treasures -- five complete magical decks
 - Places of Mystery -- Alluring Alcoves
 - Twenty enticing rooms -- figure scale maps -- fully described traps

NEW

The Famous Game Designers' School

Draw the Hexagon



Fame, power, and money (hundreds of dollars a year!) can be yours as a Game Designer! Just draw the hexagon above.

Your drawing can be any size except a tracing. Use pencil, pen, or crayon. Every qualified applicant (for a list of qualifications, send money) will receive somebody's estimate of his or her hexagon.

The Famous Game Designers' School is looking for prospective students who would like to spend great amounts of money for a home-study course which could possibly teach them something about the prestigious and lucrative art of game design.

Send your entry today.

Name _____

Address _____

City _____ State _____ Zip _____

Monthly Disposable Income _____

Unfortunately, space does not allow us to list our distinguished faculty in its entirety . . . but on these pages is some of their work. You, too, can design a game like this!

Famous Game Designers' School / Good Taste Games
c/o The Space Gamer
P.O. Box 18957
Austin, TX 78760-8957

The Complete Generic Role-Playing Game

by Pat Mueller and Mike Stackpole

Chapter 1: Character Generation. Each character has six attributes which are rolled up on three six-sided dice.

Chapter 2: Saving Rolls. There are times when you need saving rolls. Roll two dice.

Chapter 3: Magic. Magic is an integral part of every fantasy role-playing game.

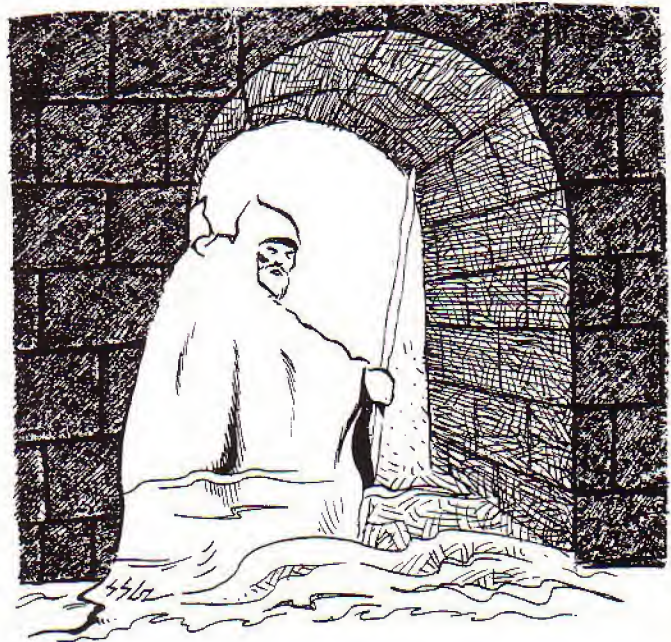
Chapter 4: Arms and Armor. Arms and armor are necessary for combat. Arms are offensive*; armor is defensive.

Chapter 5: Combat. See Chapter 4.

Chapter 7: Monsters. You fight these in combat; see Chapter 5.

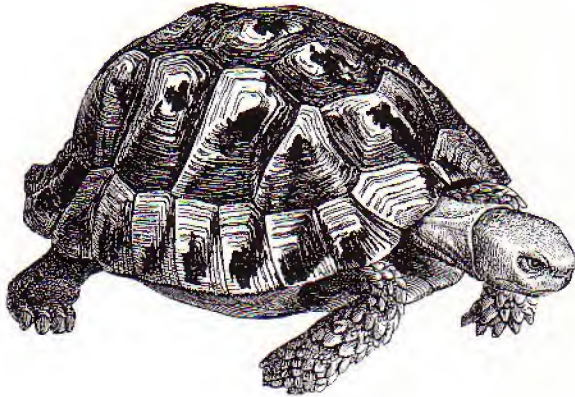
Chapter 8: Game Mastering. This is where one person tells a bunch of other people what has happened so they can decide what to do. You'll need some dice.

Coming soon: Chapter 6 – the first supplement to The Complete Generic RPG!



*Armpits are worse.

Turtles, Turtles and More Turtles



It's three feet long and loaded with armor.
It can live for 300 years.
You can barely see it move.
It's the TURTLE.

Now *you* can be this awesome war machine. *You* can crawl about, immune to all attack. *You* can retreat into your shell at the first sign of trouble.

Game Rules:

1. Find a large box.
2. Climb inside.
3. Crawl about slowly.
4. If frightened, retreat into shell.

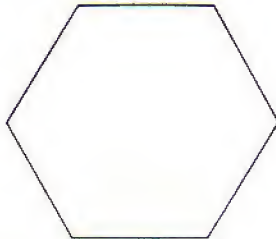
Game Design: Chris Zakes, Norman Banduch, J. David George, Chris Smith.

Playtesting: J. David George

Simple Wargame

by Steve Jackson

1.0 The Board



2.0 The Counter



3.0 Combat Results Table

<i>Heads</i>	You Win
<i>Tails</i>	You Lose

4.0 Play Sequence

- 4.1 Pick Up Counter
- 4.2 Place on Board
- 4.3 Flip Coin*
- 4.4 Consult CRT (Combat Results Table)
 - 4.41 Heads: you win (leave counter on board)
 - 4.42 Tails: you lose (remove counter from board)

*Coin not included. Pennies will suffice, but half-dollars or silver dollars may be substituted for greater complexity and realism.

Designer's Notes: This game dates back to the Persians, who played a crude version in which the board was thirteen feet across. The counter was made of stone and took forty slaves to lift; as a result, play was slow. Modern gamers have speeded play, but have not modified the basic futility of the system.



Master's Thesis

by Philip Rennert

"Where do summoned creatures come from?" asked Melar. "Are they assembled from raw energy like illusions, or do they have real existences in some other place, from whence we snatch them as we need them?"

"I don't know," replied Illic, sipping his beer. "Why don't you summon one and ask him?" Illic's attention wandered as he glanced around the taproom of the Staff and Scroll, which was nearly empty this late afternoon.

"I know what you're thinking," Melar continued. "Why does it matter, so long as they appear and fight for us?"

Illic hadn't really been thinking that,

or much of anything, but he sat up and told himself to pay attention. "Why the sudden interest?"

"Well might you ask," replied Melar, "for I have finally found a topic for my Master's thesis. Not only that, I have performed the experiment you suggested, and I'm well on my way."

What experiment? thought Illic, then remembered. "What did you summon, a dragon?" he asked.

"Be serious. I'm only a Class 12; who'd let me play with a spell like that? No, I summoned a warrior. You know my favorite archetype, the big fellow with the halberd?"

"Yes," said Illic, becoming more interested. "What did he say?"

"Not much, actually. He knew he was there to serve me, but everything else was a blank. When I asked him where he'd been a minute ago, he just looked very confused."

"Hmm," said Illic. "Perhaps the spell that binds them to our service also affects their memories? That is, if they have a true existence to remember."

"Ah, but that was just my first trial," Melar went on. "You know how, when you summon a warrior, you concentrate on strength and dexterity as the qualities you'd like him to possess? Well, it occurred to me, why not concentrate instead on intelligence?"

"Interesting. So you summoned a smart warrior. How did he do?"

"Better. When I asked him what he had been doing a minute ago, he thought about it. He replied that since he existed to serve me, he must have been serving me in some way, though he couldn't remember how."

"Logical, at least," put in Illic, "but still inconclusive."

"Ah, but at this point I felt I was on to something. I went and told Master Taradel about it, and he said it was a subject worthy of investigation. He wasn't sure anything would come of it, but he was interested enough to authorize me a section of apprentices and a power battery for a few hours."

"What did you have in mind?" asked Illic.

"I had two ideas," replied Melar. "First, that I would summon a warrior and temporarily augment his intelligence by magical means."

"Such an augmentation spell would last less than a minute," objected Illic.

"True, but perhaps long enough to get some answers. Second, you know how the imminence of danger can sometimes enable a person to break free of magical control. If I placed him in such a situation, it might shatter the spell that blocked his memories."

"So did you actually perform this experiment?"

"Yes, this morning. We used the tower room. I made the preparations and cast the summoning spell, concentrating totally on intuition and understanding. The warrior appeared, and didn't look like any I'd seen before. He was, well, puny. Some of the apprentices snickered. I asked him where he was from, and he said he couldn't remember. Then the moment came! I ordered him to leap to his death through the window!" Melar paused for a sip of beer. "He turned and put one foot on the

sill; I signalled the apprentices and started my own spell. The power of six strong young lads, plus my own, plus all the energy from the battery, hit him as he looked down from the window. He jerked and shivered like a man with an ague, and then he turned and looked at me! The spell was broken!"

Illic looked across the square at the Guildhouse tower. "That's a long way down," he said.

"I wish you could have seen his face," continued Melar. "It was a study in realization, in comprehension. 'You summoned me to do your bidding, didn't you?' he said softly. 'Yes, yes,' I cried. 'Where are you from? Do you remember what you were doing before you appeared here?'"

"He didn't appear to have heard me. 'So many gone,' he said to himself. 'So many vanished, to return hacked and gutted. None remembered, none knew why. But I know.'

"He looked at me then, and there was dark, deep hatred in his eyes. Then, all of a sudden, he vanished.

"'Huh?' I said. 'I didn't do that. Come back; I haven't finished!' But he was gone."

"A summoned creature vanishing of his own accord!" exclaimed Illic. "I've never heard of that before."

"Yes, but he left behind the proof I needed. He implied that he'd known others who'd been summoned. Therefore, there is a *place* somewhere from which we draw the creatures we summon." Melar took a triumphant swig from his mug.

"You know," said Illic, "someone with that kind of thinking ability could be extremely powerful. And he didn't sound friendly."

"I considered that," replied Melar, "but no one has ever summoned a mage, so the place he's from must be magic-free. The augmentation spell would have shattered as soon as he returned. And even if it didn't, the limitation on the spell has expired."

"But you don't know all the parameters," said Illic. "It might be that a return to a non-magical plane would freeze his condition at the instant of return, allowing your spell to hold indefinitely."

"If that's true," said Melar after a moment, "then somewhere there's a very smart fellow indeed! But I don't believe it. Besides, if his people aren't magical, what can they do to us? No, the next thing to do is to repeat the experiment, but include some way of holding the subject here until he answers my questions."

Illic was on the point of replying when the Guildhouse exploded.



Adventure in the classic realms of J.R.R. Tolkien's Middle Earth™ as detailed in *The Hobbit*™ and *The Lord of the Rings*™

MIDDLE EARTH™ SERIES

- MIDDLE EARTH POSTER/MAP \$5⁰⁰
- MIDDLE EARTH CAMPAIGN AND ADVENTURE GUIDEBOOK
with poster/map \$9⁰⁰
- ANGMAR, *Land of the Witch King* \$10⁰⁰
- UMBAR, *Haven of the Corsairs* \$10⁰⁰
- THE COURT OF ARDOR, and the *Jungle Kingdoms* \$10⁰⁰
- NORTHERN MIRKWOOD, *The Wood-Elves' Realm* (spring release)
- SOUTHERN MIRKWOOD: *Haunt of the 'Necromancer'* (spring release)
- THE RIDERS OF ROHAN (summer release)

The entire line will bear the copyright © of TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, INC., Berkeley, Ca. THE HOBBIT and THE LORD OF THE RINGS and all characters and places therein are trademark properties of TOLKIEN ENTERPRISES.

Send check or money order (in U.S. dollars) for proper amount to:
Iron Crown Enterprises, Inc., Dept. S., P.O. Box 1605, Charlottesville, Va. 22902
U.S. orders postpaid; Canadians add \$2.50. Send S.A.S.E. for more information.

NOVAS IN COSMIC ENCOUNTER

by Allen
Varney

DAL B3

Novas in the *Cosmic Encounter* game are tokens that allow players certain abilities whenever the tokens are in the warp. Procedure for Novas (or "Novae," if you prefer) is as follows: Before the game begins, take any one of your twenty colored tokens and, on the blank underside, pencil an asterisk (*), star, or other designation. Then turn it colored side up and mix it with your other tokens so the other play-

ers (except the Zilch) don't know which is the Nova. You may place the Nova on any of your bases; treat it as an ordinary token in attacks, defense, etc., *until it goes to the warp.*

When your Nova token goes to the warp for any reason, at any time thereafter you may say "Nova" and turn it over to show the asterisk. Now, during *each* challenge that your Nova is in the

warp, you may use, in addition to your own power, any one other power not in the game. You may trade hands (Trader), make your opponent play blind (Laser), or use any other ability not being used by another player (you may not use the Reincarnator's current power until he loses it). You may use a different power during each challenge if you wish, and even when you've lost your own. If the power you choose conflicts with your own (e.g., Macron/Amoeba), choose another. Use of Novas is always optional. If your Nova token is lost to the Void or healed by the Healer, you cannot gain its benefits. Note that adroit use of a Nova can turn a Wild Flare into a Super Flare.

Nova powers can be zapped by a "Cosmic Zap" as always, but the Plant and Insect can't copy them and the Changeling can't exchange them. You may not choose a Nova power that another player with an activated Nova has already chosen. The order for choosing powers is the same as for playing Flares; i.e., other players beginning to the offensive player's left, then the offensive player, and finally the defensive player.

At the start of each of your challenges, you take one of your tokens from the warp, as usual. If the only token available is a Nova, you must take it out. Novas can also be released by the "Mobiustubes" edict. When a Nova token leaves the warp, it is turned colored side up and becomes an ordinary token again.

As a variation, each player can be allowed two or more Novas. You would then be allowed to pick as many extra powers as you have Novas in the warp.

Do not use Novas with the Zombie or the Zombie Flare. However, you can choose the Zombie power after your Nova has already gone to the warp.

THE GAME YOU'VE
BEEN WAITING
FOR!

SUPERGAME

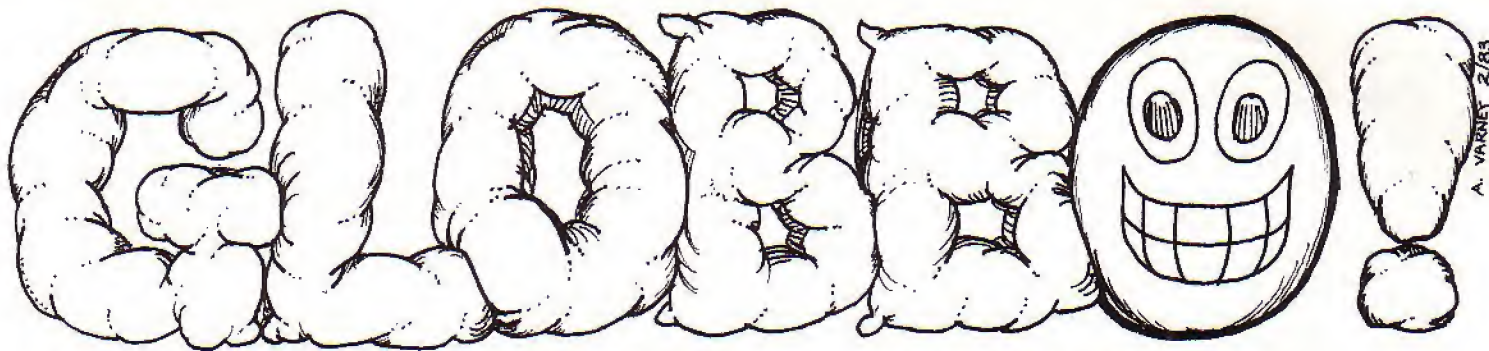
REVISED
AND
EXPANDED
SECOND
EDITION

Complete rules to
create and play
any character type
with the only real-
world armor system



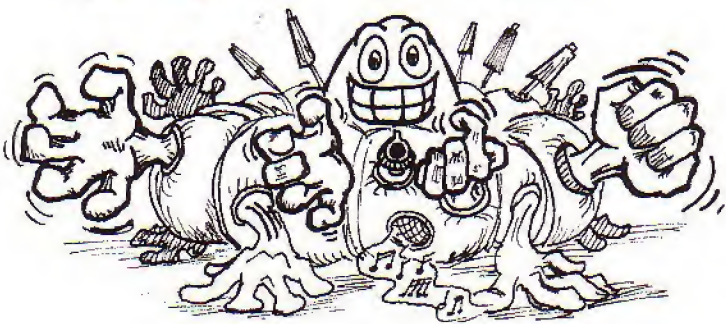
Only
\$6.95

Available from
your local game store
or directly from
DAG Design
1810 14th Street#101
Santa Monica, CA 90404
enclose \$1.00 postage
Dealer inquiries welcome



A GAME FOR TWO PLAYERS — by — ALLEN VARNEY
DEVELOPED — by — STEVE JACKSON

I. THIS is GLOBBO.

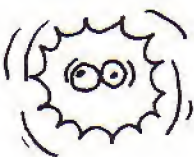


GLOBBO is a semi-sentient, quasi-organic, polymorphous Playroom Assassination Device. He slam-dunks his victims at close range, fires a battery of lethal laser pistols at long range, and plays soothing music for the little ones. GLOBBO is the jovial, fun-filled executioner of the children on the planet Ticketa-Koo. The little ones are truly rotten and tend to explode, so the parents (love the darlings though they may) trim their numbers by subjecting them to a little tête-a-tête with GLOBBO. If they survive, the parents are willing to put up with them.

II. THESE are THE KIDS.



BITERS are fiendish multi-legged brats that bite and explode.



BLIPS are created when BITERS explode. BLIPS float around and reform into new BITERS. BLIPS can also explode, but they produce nothing (except damage).



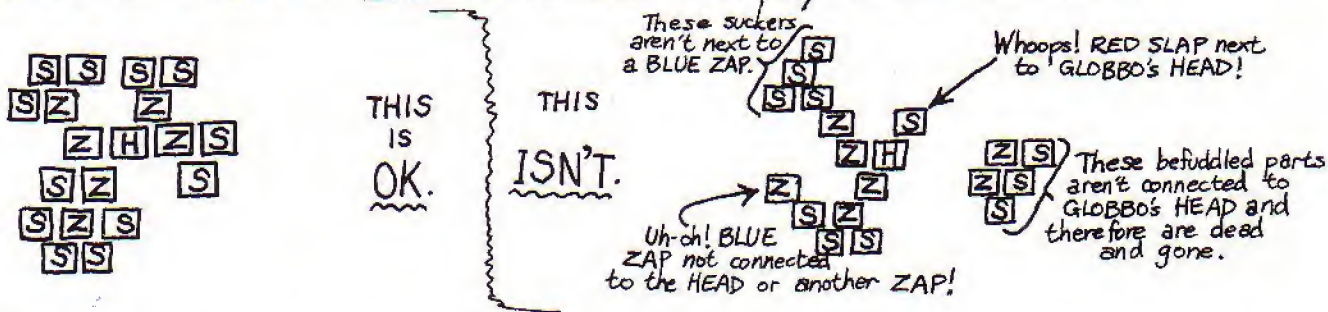
YEASTS are also created when BITERS explode. They are necessary catalysts for BLIPS to re-combine into BITERS. YEASTS do not move and really have no idea what's going on.

III. (MOVING)

GLOBBO can flow like water. He starts out with his HEAD in the middle (always a GOOD place for heads), surrounded by six BLUE ZAPS (☑), with these in turn surrounded by twelve RED SLAPS (☒). But he doesn't stay that way, nosirreebob. GLOBBO's HEAD can move up to three hexagons ("hexes") in any direction. Any other part of his body can move ANYWHERE on the map, SO LONG AS, when he's done moving:

- a) each RED SLAP is next to at least one BLUE ZAP, and
- b) each BLUE ZAP is next to another BLUE ZAP or GLOBBO'S HEAD, and
- c) no RED SLAP is next to GLOBBO'S HEAD. Simple, isn't it?

Only one piece of GLOBBO allowed per hex, and GLOBBO can't enter hexes with kids in them. Any piece not connected to GLOBBO's HEAD at the BEGINNING of movement (say because a kid bit off something in between) cannot move at all that turn. Any piece not connected, however circuitously, to GLOBBO's HEAD at the END of movement is considered dead and removed from play forever and ever.



As for the kids, movement is simplicity itself:



BITERS can move four hexes a turn. They can't move into hexes occupied by GLOBBO.



BLIPS can float two hexes a turn. They can move through, and end up in, any hex they want, including hexes GLOBBO is in. But if they float over GLOBBO, he has a chance to destroy them before they can do anything.



YEASTS don't ever move. Not very exciting, are they?

Any number of kids may occupy a hex at any time, but no kid except a BLIP can ever occupy a hex that GLOBBO is in.

Were you wondering what all those hexagons are there for? They're the map of the Playroom of Death where all this recreation is going on. The Playroom has some interesting features. First, it's inside its own little space-warp bubble, so that all the map-sides "connect up" with the opposite edge. Each lettered hex on the top edge of the map is the SAME as the "incomplete" hex with that same letter on the bottom edge. Each lettered hex on the left edge is the very same one with that letter on the right edge. A piece that is in one hex is ALSO in the other one at the same time! (There will be a test on all this in the morning.) What this means is that any kid or any piece of GLOBBO can move off the left edge and onto the corresponding hex on the right edge, and likewise with going off the top edge and sneaking up from behind on the bottom edge. (And all that left-to-right and top-to-bottom is vice versa, too, but then you knew that, didn't you?) You can attack across edges, too.

The Playroom also has some "warp-holes" that the kids can use for quick'n'easy travel. If a kid lands on a warp-hole hex, it is sucked down and comes up (it hopes) somewhere else on the map. When a kid does try this (and only a kid would, right?), roll an ordinary 6-sided die. The number that comes up is the number of the warp-hole it immediately pops out of. If it has any movement left it can keep moving (no movement cost for warp travel). "There's no warp-hole for #6," you observe. Well, when the kid rolls a six, it has been sucked away permanently into hyperspace. One less exploding kid to worry about. GLOBBO can't (or won't!) enter warp-hole hexes. Each kid can only try once a turn.

Sometimes, to keep the kids on what passes for their toes, the Playroom has WALLS (the dark lines between hexes on the map). BLIPS can float over walls as if they weren't there, but nothing else can cross a wall at all. You and your opponent have to decide whether to use the walls or ignore them. (Decide BEFORE you start to play. Why borrow trouble?)

IV.

(The section you've all been waiting for - KILLING EACH OTHER!)

Each kid (except YEASTS) and each piece of GLOBBO can attack once a turn. After all the pieces on a side have finished moving, each can attack any one enemy it's adjacent to. Now there are all kinds of exceptions to this rule so forget everything I said. For one thing, whenever a BLIP floats over a piece of GLOBBO, that piece immediately gets a "free" attack on the offending BLIP. If the BLIP survives and has any movement left, it can keep floating on its merry way. The piece of GLOBBO that attacked can still attack as usual during its own turn - the BLIP attack is completely "free." Not only that, GLOBBO gets +1 to the strength of his free attack on a BLIP floating over him (see below)!

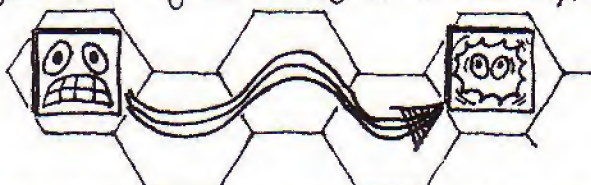
Second, GLOBBO can't attack a YEAST if there are any BITERS or BLIPS in the same hex with it. He can't attack a BLIP as long as there are any BITERS in the hex with it. So his priority for attacking kids in the same hex is (1) BITERS, (2) BLIPS, (3) poor helpless YEASTS. (This could be GLOBBO's internal programming... or maybe he's just courteous, who knows?)

Third, kids can't attack if they're on a warp-hole hex. But GLOBBO can attack them!

Fourth (you paying attention still?), GLOBBO's HEAD and BLUE ZAPS can attack kids they're not adjacent to. ZAPS can attack any hex up to three hexes away if they can trace a clear path to it, free of kids, warp-holes, walls, other pieces of GLOBBO, cream cheese, toasters, etc. GLOBBO's HEAD employs a low-grade focussed-sound weapon known as a "burp." GLOBBO's HEAD can burp out to the staggeringly amazing distance of up to FIFTEEN hexes away, but only in a straight line of hexes from HEAD to target (as long as nothing is in the way, same as ZAPS).

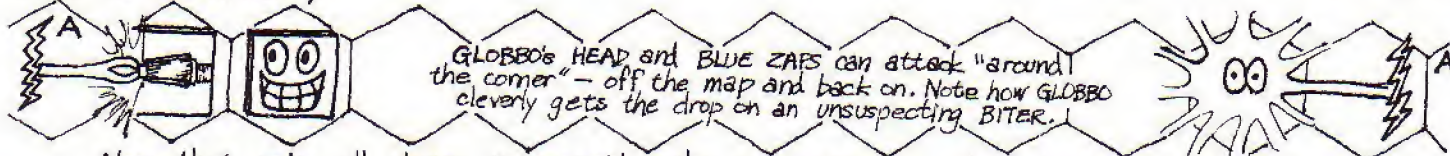


GLOBBO's HEAD can burp this BLIP. (It's a straight line of hexes.)



GLOBBO's HEAD can't burp this BLIP. (Not a straight line of hexes.) Now ZAPS can attack this way, but in this example the BLIP is too far away for a ZAP to reach (four hexes instead of three) so never mind.

Fifth, BLIPS attack the hex they're in - not adjacent hexes. They move atop GLOBBO and try to blow him up directly. In a valiant sacrifice to benefit his fellow kids, the BLIP attacks by exploding. Whether or not the attack is successful, remove the BLIP from play after it attacks, leaving behind only a memory of unbounded devotion. (Cash contributions in the BLIP's memory may be sent to the author.)



GLOBBO's HEAD and BLUE ZAPS can attack "around the corner" - off the map and back on. Note how GLOBBO cleverly gets the drop on an unsuspecting BITER.

Now that we're all clear on exactly who can massacre when, let's learn how attacks are made. It all depends on how many units are attacking and what kind they are. Each kid and each piece of GLOBBO has an "attack strength" it uses to annoy the other side. Here are the strengths. This is complicated so PAY ATTENTION:

THINGIE	ATTACK STRENGTH	WHERE IT ATTACKS
GLOBBO's HEAD	5	Up to 15 hexes away (clear, straight path).
BLUE ZAP	1	Up to 3 hexes away (clear path).
RED SLAP	2	Adjacent hexes only.
BITER	2	Adjacent hexes only.
BLIP	3	Same hex only. Remove after attack.
YEAST	0	Are you crazy? Yeasts can't attack! They can barely stay awake! Stop wasting time and go on!

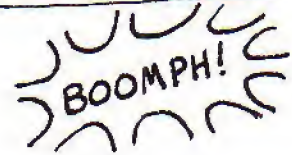
Got all that? Now, when you want to blow something away, you decide which kids or parts of GLOBBO will help in that attack. Total up their attack strength and roll one 6-sided die. If you roll the total attack strength or LESS, you win, you've attacked successfully, trumpets sound and peasants cheer. Otherwise, you missed. For instance, if two SLAPS gang up on a kid, the total strength is 4. If you (as GLOBBO player) roll from 1 through 4, you hit and the kid is destroyed. If you roll a 5 or 6, well tough, you missed and the kid will probably pulverize you next turn, you miserable failure.

When a piece has attacked, you should turn it sideways or something to show it can't attack again that turn. (But if you missed, and you have other pieces left that haven't attacked yet, you can have another go at the same target.)

IMPORTANT NOTE!: GLOBBO's attacks against YEASTS are automatically successful! Don't even bother rolling the die, OK?



((EXPLODING CHILDREN))



So what happens when an attack is successful?

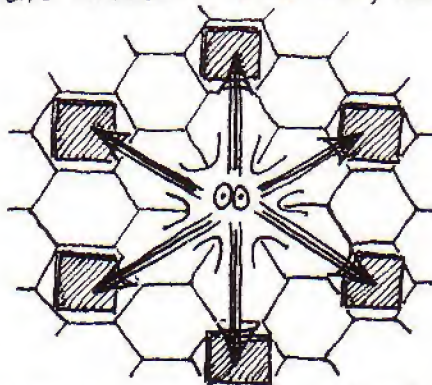
If kids are attacking GLOBBO, that's easy: the piece of GLOBBO that was hit is utterly destroyed, removed from play immediately, and goes off to Machine Heaven to join the everlasting choir invisible. (Cash contributions in GLOBBO's memory may be sent to the author. Checks too.)

Likewise if GLOBBO got a BLIP or a YEAST: they just bite the dust in ordinary fashion and are removed from play. BUT, if GLOBBO has managed to hit on a BITER, it gets complex! BITERS, you see, explode into BLIPS and YEASTS.

When a BITER is hit, it "fissions," producing up to six BLIPS and YEASTS; it's up to Kids Player to decide how many of each he/she wants. A given BITER could produce 4 BLIPS and 2 YEASTS, or 3 of each, or 6 BLIPS and no YEASTS at all, or vice versa, or whatever. The player doesn't have to decide until the actual moment of "fission." Some BLIPS and YEASTS will be destroyed immediately in GLOBBO's attack, but others will survive — to recombine into new BITERS!

"Fissioning" works like this. The BITER that was hit is turned over. At the end of GLOBBO's attacks, Kids Player removes the BITER and places six BLIPS and YEASTS in whatever combination desired, FACE DOWN so GLOBBO player can't see which is which. Then GLOBBO player takes the face-down counters and (don't look now!) moves each one two hexes straight out from the original hex, each in a different direction. Like this, see?

The unfortunate ex-BITER is (or used to be) in the middle.



The other counters are the BLIPS and YEASTS flying two hexes straight out from the explosion. They are face-down. They will be turned face-up when all have finished moving.

The face-down counters can move through (or land on) kids with no effect. They fly over walls. But when a counter enters a hex containing a piece of GLOBBO (and at least one almost certainly will) it must STOP immediately in that hex. After GLOBBO player has finished moving all the pieces from the "fission," they are turned face-up. Now:

If a BLIP from the explosion has entered a GLOBBO hex, both/all pieces in that hex are DESTROYED in the collision.

If a YEAST has entered a GLOBBO hex, the YEAST is destroyed but GLOBBO is unharmed. (Contributions in the YEAST's memory may be sent to the author. All major credit cards honored.)

Remove all destroyed pieces and continue play.

THE COMPLEAT STRATEGIST THE FANTASY GAME CENTER THAT HAS IT ALL!

If you're into Fantasy, then come to THE COMPLEAT STRATEGIST where you'll find the largest selection of fantasy related items ever assembled. We carry all Role-Playing Games, a Rainbow of colored dice, every Fantasy and Science-Fiction Gaming Magazine currently in print, a complete line of paints, brushes, accessories and the largest selection of fantasy figures available. We also stock the newest fantasy products as soon as they're released. When we call ourselves THE COMPLEAT STRATEGIST we're not just boasting because we have games, books,

magazines and figures for the historical gamer too!

There's a friendly atmosphere at THE COMPLEAT STRATEGIST and our staff is always ready to answer any questions that you may have and assist you with your purchases. Game Rooms* are located in our stores so you can start your "adventure" right away.

If you can't visit one of our stores, we accept mail AND phone orders. Mail orders are accepted ONLY at our 33rd Street location; or by phone during business hours at (212) 685-3880-1.

Please use VISA or MASTERCHARGE

for phone orders.

Send for a free Catalog to the store location nearest you.

THE
COMPLEAT
STRATEGIST
WE'VE GOT IT ALL!

*No game room at the 57th St. store.

IN NEW YORK:
11 E. 33rd Street
N.Y.C. 10016
(212) 685-3880-1
10:30-6:00
Mon. to Sat.
Thurs. till 9:00

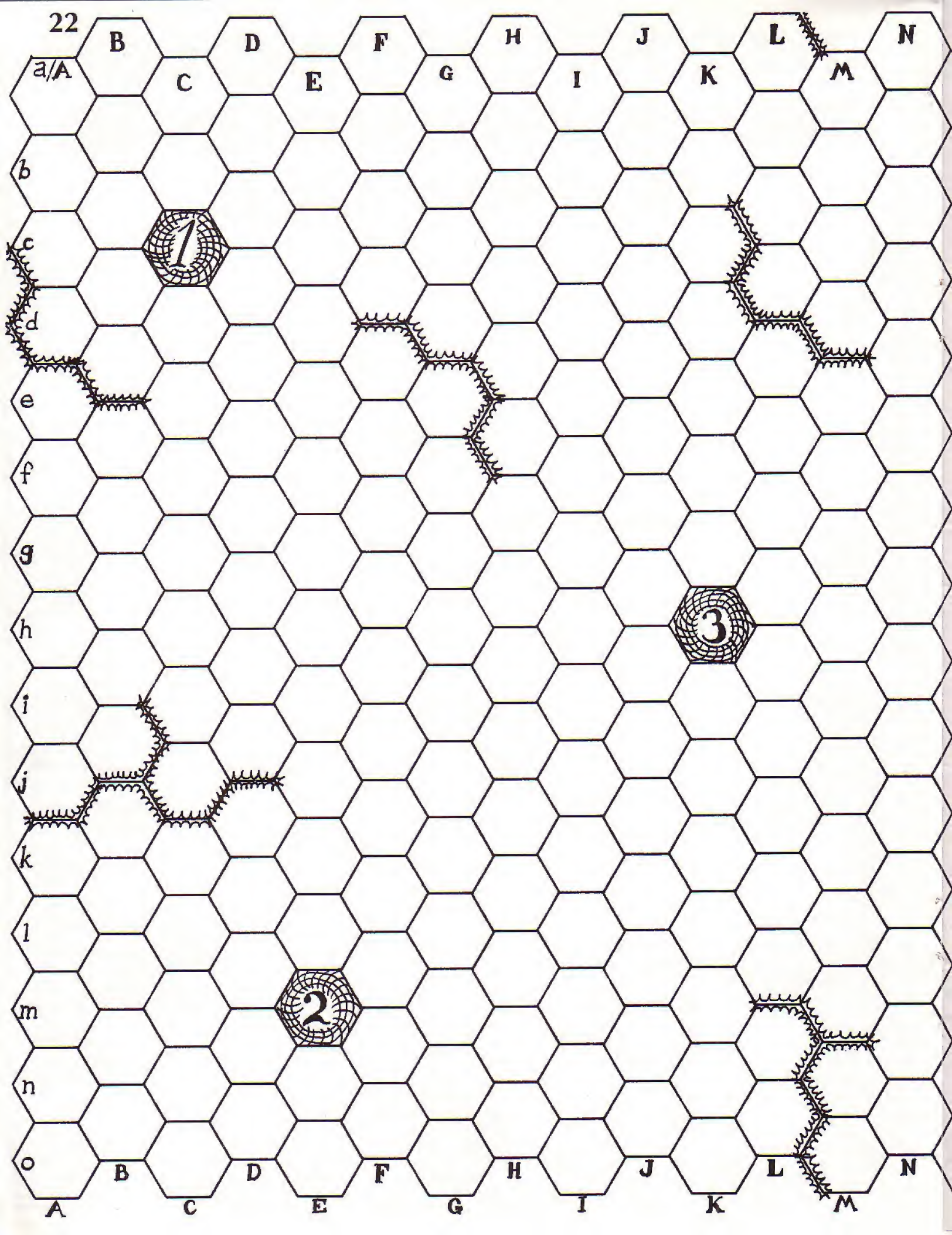
We are proud to announce the opening of our newest location

**320 West 57th Street
New York, New York**

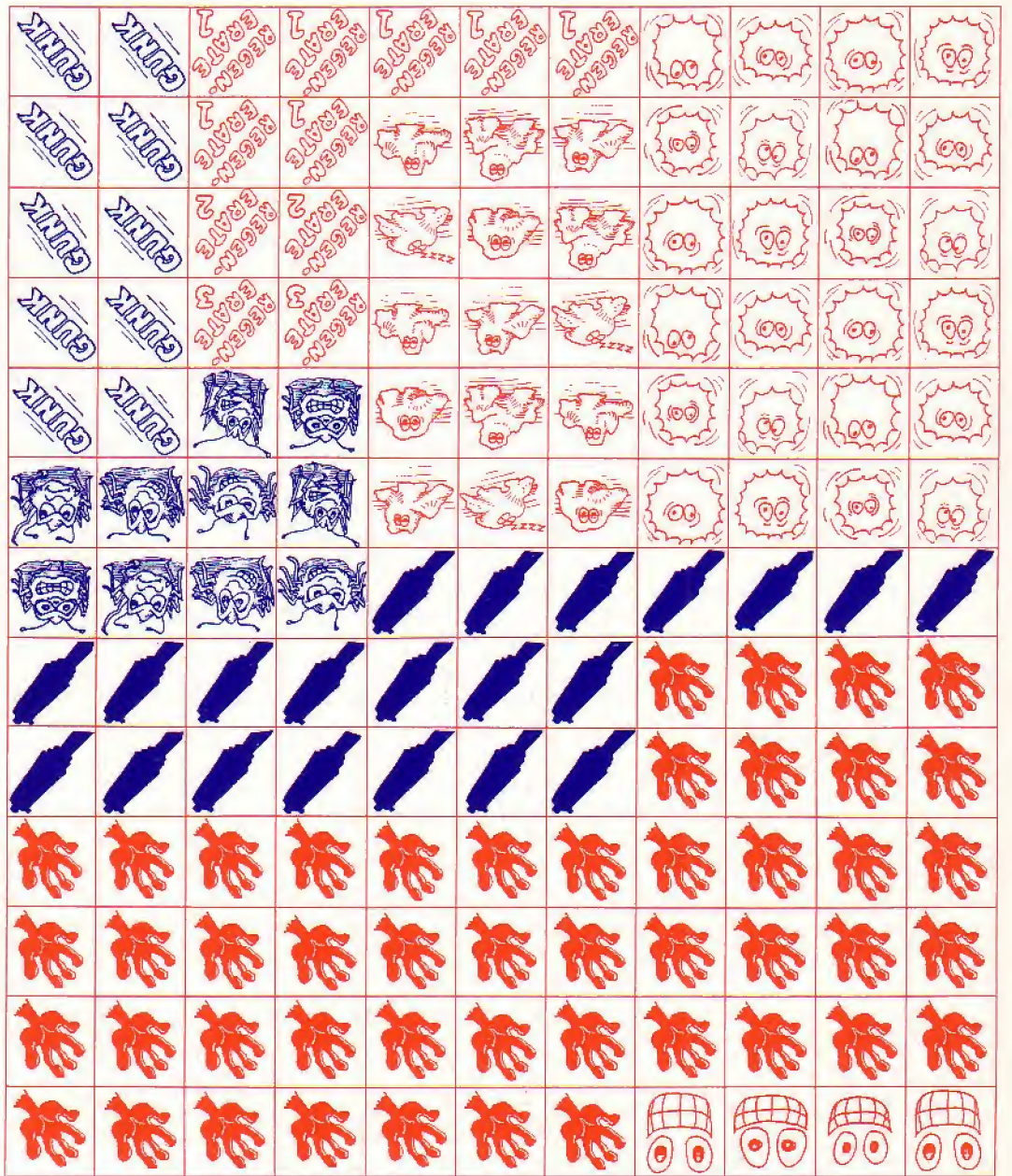
IN NEW JERSEY:
215 Glenridge Ave.
Montclair, N.J. 07042
(201) 744-6622
11:00-7:00
Tues. to Sat.
Thurs. till 9:00

IN FLORIDA
5406-8 Stirling Rd.
Davie, Fla. 33314
(305) 961-5660
11:00-7:00
Tues. to Sat.
Thurs. till 9:00





B C D E F G H I J K L M N
a/A
b
c
d
e
f
g
h
i
j
k
l
m
n
o
A B C D E F G H I J K L M N



Please send me the *Space Gamer*, the *Fantasy Gamer*, *Fire & Movement*, and/or *Autoduel Quarterly* for (circle applicable rate and magazine):

	3 issues	4 issues	6 issues	12 issues	Lifetime
<i>Space Gamer</i>	\$8	n/a	\$13	\$23	\$200*
<i>Fantasy Gamer</i>	\$8	n/a	\$13	\$23	\$200*
<i>Fire & Movement</i>	\$8	n/a	\$13	\$23	\$250
<i>Autoduel Quarterly</i>	n/a	\$10	n/a	n/a	\$100

If this is a subscription renewal, please check here

Please add 50 cents per issue for Canadian address, and \$1.00 per issue for addresses outside the U.S. and Canada. All copies are sent surface mail.

Payment is by: check money order credit card. Total Enclosed: _____

If you are changing your subscription to MasterCard or Visa, just put a stamp on this card and mail it. If you are paying by check or money order, please put the check and this card in an envelope and send it to the address on the other side.

*Note: Subscribers who send in the "old" lifetime TSG rate of \$250 before May 15, 1983, will receive lifetime subscriptions to both the *Fantasy Gamer* AND the *Space Gamer* magazines.

ALL PAYMENT MUST BE IN U.S. DOLLARS

NOTE TO CURRENT SUBSCRIBERS TO THE SPACE GAMER:

Using this card, you can decide how you wish the remainder of your current subscription to TSG sent to you. Please check one response:

- Send my subscription as the *Space Gamer* only.
- Send my subscription as the *Fantasy Gamer* only.
- Split my subscription between the *Space Gamer* and the *Fantasy Gamer* - I want to receive both.

Subscribers whose choices are not received by May 15, 1983 will have their subscriptions divided evenly between the two magazines.

Name _____

Address _____ City _____ State/Prov _____ Zip _____

Charge my MasterCard

Charge my Visa

Account number _____ Date expires _____

Signature _____



PLACE
20-CENT
STAMP
HERE

STEVE JACKSON GAMES
BOX 18957-T
AUSTIN, TX 78760

DIRT & MOVEMENT



MERCHANTS GUILD

FLYING BUFFALO GAMES

915 South 52nd Street, No. 3
Tempe, AZ 85281 602 / 966-4727



Send for free catalogue

GAMERS GALLERY

Rt. 1, Box 143-A
Cambridge, IA 50046
515 / 274-2521

10% off suggested list on all mail
orders - Visa and MasterCard
phone orders accepted

THE TIN SOLDIER

9 Court House Place
Springfield, Mass. 01103
413 / 737-8543

catalogue available for 75¢
phone orders accepted with
VISA or MasterCard

THE GAME SHOP

3340 Highland Road 504 /
Baton Rouge, LA 70802 387-6886

Louisiana's most complete
adventure game headquarters

Catalogue \$1.50

THE COMPLEAT STRATEGIST

We've Got It All!

Mon. to Sat. 10:30-6:00 Thurs. till 9:00

11 East 33rd Street
NYC 10016 212 / 685-3880
Mail order hotline: 800 / 225-4344

THE LITTLE SHOP OF WAR

5 Merriman Road 216 /
Akron, OH 44303 374-0814

Ohio's most complete
adventure game headquarters

Catalogue \$1.50

THE COMPLEAT STRATEGIST

We've Got It All!

Tue. to Sat. 11:00-7:00 Thurs. till 9:00

215 Glenridge Avenue
Montclair, NJ 07042 201 / 744-6622
Mail order hotline: 800 / 225-4344

THE COMPLEAT STRATEGIST

We've Got It All!

Mon to Sat. 10:30-6:00 Thurs. till 9:00

320 West 57th Street
NYC 10016 212 / 582-1272
Mail order hotline: 800 / 225-4344

THE COMPLEAT STRATEGIST

We've Got It All!

Tue. to Sat. 11:00-7:00 Thurs. till 9:00

5406 Stirling Road
Davie, FL 33314 305 / 961-5660
Mail order hotline: 800 / 225-4344

ALCOVE HOBBY SHOP

2424 N. Woodward
Royal Oak, MI 48073
313 / 545-6237

Finest selection of games & figures

Adventure Gaming Specialists

GAMEMASTERS HOBBIES, INC.

4627 Geary Blvd.
San Francisco, CA 94118
415 / 387-4118

Catalog available for \$2.00 - Phone
orders accepted with Visa or MasterCard

YANKEE DOODLE GAME & HOBBY

100s of boardgames - 1000s of
miniatures, paints, accessories -
Write Catalog \$1.50 or call
6831 Longview Road 816 /
Kansas City, MO 64134 761-1113

A&J HOBBY HOUSE

20 Auburn Avenue Utica, NY 13501
315 / 735-1815

Upstate New York's finest
game selection

Mail-order service available



GAMES OF BERKELEY

2110 Addison Street
Downtown Berkeley
California 94704
(415) 843-9436

ARCHAIC HOBBIES

Specializing in fantasy and
science fiction role-playing games

1700 South Solano 505 /
Las Cruces, NM 88001 522-2335

If a BLIP or YEAST from an explosion enters a warp-hole, it is sucked down. Roll in the usual fashion to determine where (whether!) it pops up again. If it still has a hex to go from the explosion, move it away from the hole in whichever direction Kids Player wants. (If it's a YEAST, move it away from the hole anyway. No sense letting the poor dumb thing block traffic.)



(RE-COMBINING CHILDREN)

The kids of Ticketa-Koo are troublesome not only because they explode, but because they tend to multiply at a tremendous rate. A BITER explodes into six BLIPS and YEASTS, but it only takes three BLIPS and one YEAST to re-combine into a new BITER! (Negative entropy!) Moving swiftly away from the many difficult moral and legal questions this creates, let's learn what happens in the game to make kids proliferate:

Recombining requires **3 BLIPS** and **1 YEAST**. When there are three BLIPS and a YEAST in a hex at the end of movement, they immediately re-form into a BITER. The BITER cannot move or attack that turn because it's still disoriented (wouldn't you be?), but if GLOBBO hits it, it will explode into the full complement of six BLIPS and YEASTS, starting the whole unlikely cycle all over again. On the next Kids turn the new BITER moves and attacks normally (if you call that normal).



(GLOBBO REGENERATION)

But WAIT! Our saga is not over yet! GLOBBO can regenerate and grow like an amoeba, even in the thick of battle. At the end of each GLOBBO turn, GLOBBO player gets a "regeneration point," which he/she/it can save or spend as desired. GLOBBO spends points to buy new RED SLAPS, BLUE ZAPS, and even new HEADS.

PRICE LIST	
	A RED SLAP costs 1 point.
	A BLUE ZAP costs 2 points.
	A new HEAD costs 4 points.

(New pieces are placed adjacent to any existing piece, but must end movement subject to restrictions in section III.)

If GLOBBO buys a new HEAD, he divides up like a cell, into two parts. Each part has a head, but otherwise GLOBBO player can divide up the SLAPS and ZAPS as desired. Each part moves independently, and each HEAD starts getting its own regeneration points, one per turn! Pretty soon we'd be hip-deep in GLOBBOS if it weren't for the fact that the kids are multiplying just as fast.

Parts can't be moved between one GLOBBO and another after the new GLOBBO has been created (except that if parts get cut off of one GLOBBO by the kids' attack, another GLOBBO may move to link up with them next turn). At the end of GLOBBO movement, all the GLOBBOS have to be separate from each other to avoid confusion of command control (or something like that). If two or more GLOBBOS end a turn connected, however circuitously, Kids player gets to remove any connecting pieces before they attack! It has to be the absolute minimum number necessary to break the connection, but beyond that it can be any connecting piece (s) the kid wants!



((GETTING STARTED))

I know by now you're champing at the bit to actually play a game of GLOBBO, so here's how you go about it.

GLOBBO player gets **1 HEAD**, **6 BLUE ZAPS**, and **12 RED SLAPS**. He sets up first.

The HEAD starts in any hex at least six hexes away from a warp-hole. It's surrounded by the six ZAPS, and these are in turn surrounded by the twelve SLAPS, so that two concentric rings are formed around the HEAD.

Kids player then gets 6 BITERS, which can be scattered around the map or lumped together as desired, at least three hexes away from GLOBBO and from any warp-hole.

The sequence of play goes like this:

1. GLOBBO moves. At the end of his move, unconnected GLOBBO pieces die.
2. GLOBBO attacks. He can do his attacks in any order he wants to.
3. BITERS explode. Pieces of GLOBBO hit by BLIPS are removed, along with the BLIPS that hit them. YEASTS that hit GLOBBO are removed (awww...).
4. KIDS move.
5. KIDS attack. Kids, like GLOBBO, make attacks in any order.
6. Each GLOBBO HEAD gets a regeneration point.
7. GLOBBO builds new parts if he feels like it.

GLOBBO wins by destroying all the kids.

The kids win by destroying GLOBBO's HEAD(s).

If the winning side has more pieces than it began the game with, this is a HUMILIATING TOTAL VICTORY and the winner is allowed to jump up and down and laugh like a donkey at the loser.



(EXTRAS)

Say you've played GLOBBO seventy-five or eighty times now and you're looking for new worlds to conquer. Fear not, here are some additional wrinkles to make your games fresh and invigorating.

Both GLOBBO and the kids get to pick certain advantages before the game begins. Each advantage is worth a certain number of "grades." Both players pick the same total number of grades of advantages. Kids Player picks from Column A; GLOBBO Player picks from Column B. In a 4-grade game, say, Kids Player might pick FREE WILL (worth 2) and YEAST MOBILITY (also worth 2), while GLOBBO player could choose, oh, DOUBLE REGENERATION (worth 4 all by itself). Column A balances Column B. Since you don't have to reveal your choice(s) until both players finish choosing, sometimes choices may cancel each other out.

Here are the lists:

⌘ COLUMN A (KIDS) ⌘	GRADES	⌘ COLUMN B (GLOBBO) ⌘	GRADES
TOUGH BLIPS	1	SLAP-HEAD INTERFACE	1
GUNK	1	SLAP-ZAP INTERFACE	1
FREE WILL	2	FLEXIBLE HEAD	2
JUMPING	2	CONNECTING	2
BITERS SPIT	2	GENETIC ENGINEERING	2
YEAST MOBILITY	2	FASTER	2
SHORT RANGE	3	RANGED SLAPS	3
FEWER BLIPS	3	SCORCH	3
PROLIFICITY	4	DOUBLE REGENERATION	4

Explanations:

TOUGH BLIPS: BLIPS floating over a RED SLAP or BLUE ZAP are attacked normally instead of with GLOBBO's +1 strength advantage. But this doesn't apply to GLOBBO's HEAD, which still automatically destroys any BLIP dumb enough to float over it.

GUNK: BITERS may remain motionless for a turn and excrete a strong internally-produced adhesive. This sticky gunk can temporarily immobilize any unit that later enters that hex. At the end of kid movement, the motionless BITER removes to an adjacent hex and places a "GUNK" marker on the hex it just vacated. Thereafter, any BITER (or mobile YEAST) or piece of GLOBBO that enters the gunked hex must stop until it can pull loose on a later turn. Kids pull loose on a die-roll of 4 or less. GLOBBO pulls loose on a roll of 2 or less. If you fail to pull loose, you can't move that turn; roll again next turn. When you pull free, remove the "GUNK" marker and treat the hex normally again. Kids can't gunk a warp-hole.

FREE WILL: Kids entering a warp-hole can choose which warp-hole they emerge from.

JUMPING: BITERS can "jump" to another hex up to four hexes away... particularly useful to have when GLOBBO chooses CONNECTING. Jumping BITERS can cross over walls, but when they jump over a piece(s) of GLOBBO, they get attacked at +1 (whether or not you chose TOUGH BLIPS!) by each GLOBBO piece jumped directly over.

BITERS SPIT: BITERS can attack targets up to two hexes away. Only one attack per BITER per turn, and only one target per attack. BITERS can't spit through walls, warp-holes, or hexes occupied by other units.

YEAST MOBILITY: YEASTS move one hex a turn. Still can't attack, though.

SHORT RANGE: BLIPS and YEASTS thrown from a BITER explosion move only one hex away, not two. Things can become tough for GLOBBO unless he chose SCORCH.

FEWER BLIPS: Only two BLIPS and a YEAST are needed to re-combine into a BITER, instead of three BLIPS and a YEAST.

PROLIFICITY: Fissioning BITERS produce, not six, but eight BLIPS and YEASTS. The two "extras" stay in the hex where the BITER blew up.

SLAP-HEAD INTERFACE: GLOBBO can finish movement with RED SLAPS adjacent to his HEAD if he wishes.

SLAP-ZAP INTERFACE: BLUE ZAPS can be adjacent to RED SLAPS (only) when GLOBBO finishes moving, instead of having to be next to the HEAD or another ZAP.

FLEXIBLE HEAD: GLOBBO's HEAD can burp any hex at any distance, instead of having to trace through a straight line up to 15 hexes long. GLOBBO's "line-of-sight" to the target hex must be clear of obstacles and warp-holes and cannot "bend" around the edge of the map more than once.

CONNECTING: GLOBBOs controlled by separate HEADS can "link up" without penalty. All rules about "what can touch what" still apply.

GENETIC ENGINEERING: Before the game starts, GLOBBO player can make Kids Player specify how many BLIPS and how many YEASTS every BITER will fission into during the game. If Kids Player chooses, for example, "4 BLIPS and 2 YEASTS," then that's how many of each every BITER explosion will produce that game.

FASTER: GLOBBO's HEAD can move up to four hexes a turn, instead of three.

RANGED SLAPS: RED SLAPS can attack at up to two hexes distance, providing no obstacles are in the way of the target. (Very good against BITERS SPIT.)

SCORCH: GLOBBO has radio control of a concealed laser beam, usable three times in a game. GLOBBO must remain motionless, without attacking, during his turn to activate the Scorch. The Scorch will destroy all kids in a single hex - BITERS in that hex are not allowed to fission! Scorch can be used only once per turn and GLOBBO may do nothing else that turn. Any hex can be Scorched except those containing pieces of GLOBBO. But remember! Only three SCORCHES a game!

DOUBLE REGENERATION: GLOBBO gets 2 regeneration points per turn. Goodbye!

Murphy's RULES

IT'S STOPPING FOR TEA THAT DOES IT...
 Britain's heroic defenders in TFG's WAR OF THE WORLDS march to the battle at four miles per day. Cavalry, on the other hand, moves at a breakneck five miles per day.



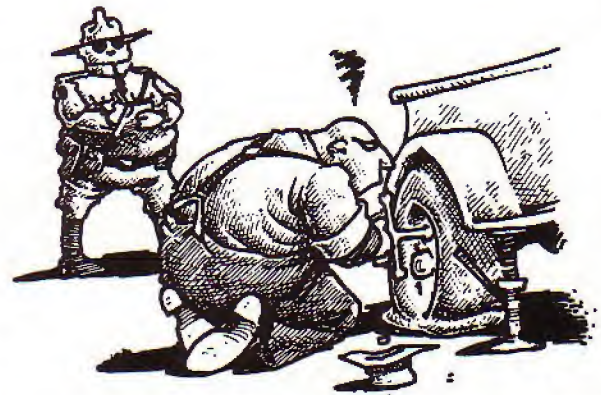
CRAWLING TO THE ATTACK...

In Metagaming's THE FANTASY TRIP, a dire wolf carrying a goblin and fighting accoutrements moves about as swiftly as a human fighter in full plate armor. (...Ed Simons)

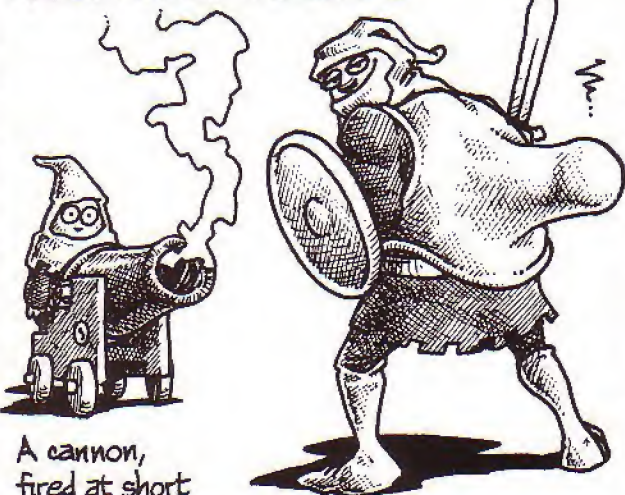


BOOMLEGGER REVERSE...

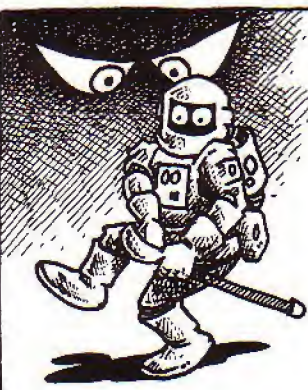
A real-life bootlegger in SJ Games' CAR WARS, assuming standard tires, will generally blow out at least one tire when a bootlegger reverse is performed. (...Jim Simons)



MAYBE MORE IF IT'S LOADED...



A cannon, fired at short range into a target in TSR's ADVANCED DUNGEONS & DRAGONS, does 3-12 points of damage -- enough to kill the average first-level fighter, but not enough to make an experienced one stumble.



WHICH IS WHY YOU GET 'EM CHEAP...
 In SPI's UNIVERSE, the sword is prohibited from use at any combat range. (...Trevor Graver)

UNIVERSE III



A computer-moderated correspondence game in which each player commands a starship entering a new universe . . . to explore, colonize and conquer new worlds . . . contending with other players and unknown hazards! Each time you send in a turn, the computer evaluates it with respect to the current game situation and other players' moves, and sends you a printout showing the current status of your ship, plus any territory you control. When you "meet" other players, you can send them messages — to share information, trade, negotiate or intimidate.

Why is UNIVERSE III the "state-of-the-art" in play-by-mail games?

SIMPLICITY — No complicated "codes" to learn — you tell us in plain English what you want to do and we send you the results!

NO WAITING TO ENTER — Entries are processed on receipt. You'll be in a game within two weeks or your money back.

NO WAITING TO PLAY — Our turn system lets you move every week if you like — or take as long as you want between turns. Your result will generally be in the mail to you the same day we receive your orders!

NO DEADLINES — Since you set your own "turn length," you can't miss a turn!

NO EXTRA CHARGES — Our fee is \$3.00 per ship or colony turn. We don't tack on extra fees for combat.

NO BIG DEPOSITS — Our entry fee is only \$10.00, which covers a setup for one ship, a copy of the rulebook, and one extra turn.

UNIVERSE III is waiting for you. Your starship will be assigned as soon as you send your name, address, and entry fee to:

CENTRAL TEXAS COMPUTING

710-S SOUTHWEST TOWER, AUSTIN, TX 78701

Letters

Don't try to be another computer game magazine; the market is presently saturated with these. I'd rather not see you waste your time. Of course, I do like your reviews, computer-oriented or not. But I also think that if what you can offer in the computer field is really good and original . . . then go ahead. But don't feel that you have to try.

Bruce Berrien
Atlantic Highlands, NJ

Actually, we do want to resume regular coverage of computer gaming — not as a dominant section of the magazine, but rather as a regular column along the lines of what Metal does for miniatures — industry coverage, upcoming releases, state-of-the-art commentary, etc. It's true that there is a glut on the computer-games magazine market, and we don't intend to add to it — but neither do we want to deny coverage of the field.

—AA

Having just finished reading the maligning review of *Man, Myth & Magic* (issue 60), I found that I must write to you and make you aware of my displeasure.

Man, Myth & Magic is my club's favorite role-playing game. Admittedly, it was not so at first, it took a few playing [sic] for the

beautiful subtitles [sic — subtleties] to emerge. The person who wrote the review has obviously not yet grasp [sic] the concepts that are within the game.

If you continue to publish such nonsense, how are we, your readers, to continue to trust your reviewers, or more importantly, your editors?

John Bowen
Maitland, FL

That's "editor." Singular.

I think the issue here is not whether the criticisms in the review were invalid or not, but whether the game is enjoyable in spite of them. Of you and the two or three others who also wrote in on the MM&M review, not one person addressed or disputed any of the criticisms therein. Our evaluation of the game before and after the review was received tended to confirm that there were certain problems with rationale and design.

However, it's just as obvious that people are enjoying MM&M in spite of the problems noted in the review. That's a good sign for Yaquinto.

—AA

As welcome as it is to see the existence of the large Australian gaming community recognised, there are certain points in Dr. A.D.

Young's article, "Gaming Up Over" (TSG 57), which need clarification or correction.

i. While Dr. Young's point about the success of *Breakout* magazine is well-taken, there are several existing magazines catering to gaming in Australia. The Canberra Wargames Society's *Charge*, MUDDA's *The Devil's Advocate*, and SAHW's *Rallying Point* all have circulations in the hundreds, and the new SF gaming magazine *Streetwise* is sure to become popular.

ii. This ushers in the second issue raised by Dr. Young's article. His suggestions that *T&T* is the second-most popular game is not only incorrect, but laughable. At the recent Canberra Games Convention (one of the *three* major Australian conventions), we were unable to find *any* *T&T* players, and the people there knew of only about five players in the whole country. Few of the mainstream gamers had even tried the system. *Traveller* is undoubtedly the number-two game in Australia, and games such as *DragonQuest*, *RuneQuest*, and *TFT* would be found far more popular than *T&T*.

iii. PBM gaming is alive and well in Australia. Games Systems' *Cluster* campaign based in Canberra has over 300 members in Australia, New Zealand, Japan, and elsewhere, and is expanding at top speed.

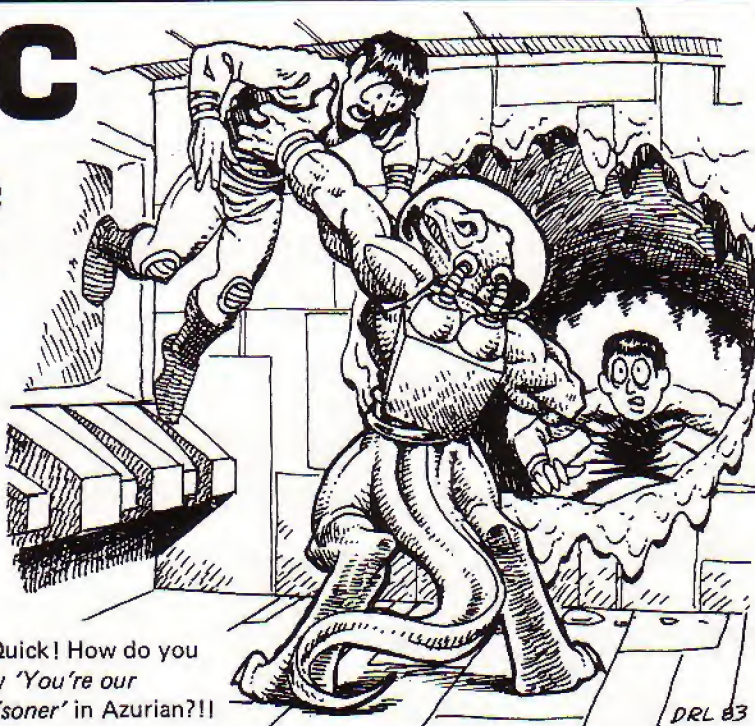
I write as a representative of the Australasian Role-Players' League, a recently-formed confederation of Australian gaming clubs, representing over 700 Australian gamers.

Nicholas J. Cowell
A.R.P.L. President

GALAC-TAC

a galactic scale space
conquest PBM game

- ★ Design all ships that make up your star fleet
- ★ Move some, none, or all of your units in a single turn
- ★ Full color maps
- ★ Reports are color enhanced
- ★ Form alliances, negotiate deals (and break them!)
- ★ Moderated by computer *and* humans!



TO GET STARTED SEND \$20 TO:



CAPPS & CAPPS

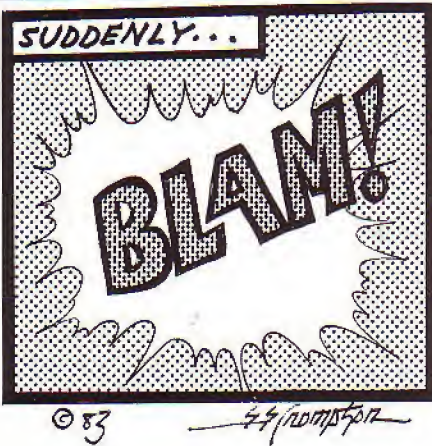
P.O. Box 280237 • Dallas, TX 75228

BASIC GAME

Setup and premove	7.00
Rulebook	10.00
First move	3.00
Each move thereafter	3.00

Counter Intelligence

by Aaron Allston



First, the big news.

The Space Gamer is splitting into two separate magazines starting with the June 1983 issue. *The Space Gamer* will continue to publish articles, reviews, fiction, scenarios, all as before — but only on science fiction gaming topics. The companion magazine, *The Fantasy Gamer*, premiering in July 1983, will concentrate mostly on fantasy role-playing — with articles, adventures, reviews, and fiction with an FRP bent. Each magazine will be bi-monthly to start with.

Why split the magazine? This was a question we wrestled with over a period of many, many months. The main reason is because TSG, with its wide-based focus on the gaming field, has begun to stagnate. The articles are well-received, the graphics have improved noticeably (mainly thanks to the efforts of Pat Mueller and our increased capacity for photograph use), the flow of articles, reviews, and scenarios has become steady and reliable — and the magazine isn't going anywhere.

With the tightened focus available to us now, we should be able to provide the reader more of what he wants in either gaming milieu. *The Space Gamer* reader will be able to wallow in the strategy and tactics of his favorite science fiction boardgames, articles and adventures for preferred science fiction RPGs, and browse through reviews of SF games, RPGs, PBMs, even novels and movies. *The Fantasy Gamer* reader will be able to use articles from each issue for whichever FRPG he's currently enjoying, and TFG will feature articles on specific games: *D&D*, *AD&D*, *TFT*, *T&T*, *DragonQuest*, *RuneQuest*, *Call of Cthulhu*, and much more. It will be the only role-playing magazine not tied to a specific system

(even our own, when it finally does emerge), but covering all. Articles on other types of fantasy games will also be presented.

On the bind-in card in this issue, subscribers may choose to receive the remainder of their subs with *The Space Gamer* only, *The Fantasy Gamer* only, or evenly split between the two. We hope most of you will take the latter course and see what TFG is all about. All lifetime subscribers, of course, will now be receiving lifetime subs to *both* magazines — and any *new* lifetimers sending in their \$250 before June 1 will also receive the same deal.

More details will be in this issue's *Where We're Going* and future *Counter Intelligences*. The next few months should be very interesting ones . . . we hope you enjoy.

Convention News

We've just straggled back from WarCon '83, a wargaming convention held at Texas

May's TSG will expose:
 The 1982 Game Survey results;
 "The Haunting of Harkwood," generic FRP adventure amidst tournaments and intrigue;
 "Star Mail," a featured review by W.G. Armintrout of three space PBMs;
 Damage rules variant for *TOP SECRET*; and
Necromancy for Beginners.

A&M University. It's a small con, but a fun one. Especially notable at WarCon (to the dealers, at least) were the efforts of dealers' room organizer John Haight and his crew on behalf of the companies showing their wares. John and company made regular change and food runs and waged an unceasing struggle to have the icy dealers' room warmed, a struggle in which he succeeded, much to the delight of the refrigerated vendors. Thanks, folks. Our *Truck Stop/Convoy* tournament there was won (surprise) by David "Kong" Heiligmann, the perennial *Car Wars* offender whose likeness appears on the back cover of the original game.

Midkemia Press



Searching for adventure?

Does intrigue, danger and wealth quicken your pulse? Look no further . . . These two can fulfill your highest expectations!



JONRIL
 Gateway to the
 SUNKEN LANDS
 the
 -CITY-



HEART
 of the
 SUNKEN LANDS
 the
 -WILDERNESS-

Hire them both at your local hobby store

*for all Fantasy
 Role Playing systems

or directly from: Midkemia Press
 2691 Murray Ridge Rd.
 San Diego, CA 92123

METAL

by John Rankin

Our miniatures survey appeared in issue 57 of *The Space Gamer*. 105 replies were received. The first 24 questions were designed to tell us who you are, what you play, and how you get what you play with.

	%Y	%N
1. Do you use miniatures in your gaming?	86	14
Do you regularly play:		
2. 25 mm fantasy?	71	29
3. 15 mm fantasy?	8	92
4. 25 mm science fiction?	23	77
5. 15 mm science fiction?	31	69
6. Space ships (any scale)?	33	67
7. Science fiction micro-armor?	28	72
8. Cardboard miniatures?	43	57

Lords of the Dark Horse

The most sophisticated state-of-the-art computer-moderated play-by-mail game now available to the discerning wargamer or role-playing enthusiast.

For a free information kit, write

Adventures Design Group, Inc.
P.O. Box 821072
Dallas, Texas 75382

or send \$17.50 for rules and setup.

Please specify:

- Nomad
 Northman

Do you game with miniatures in these historical periods?

9. Pre-20th century	38	62
10. World War II	29	71
11. Modern era	35	65

The number playing with 25 mm fantasy figures is not surprising. What is surprising is the strong showing made by historical. In fact, 57% of the replies contained a "yes" response to at least one historical period.

12. How much do you spend in a year on miniatures?	Average: \$50-\$75
13. How much do you spend in a year on miniature accessories, terrain, paints, brushes, magazines, etc.?	Average: \$25
14. How old are you? Average age was 24, divided as follows: 17 and under, 20.9%; 18-24, 34.6%; 25-30, 23.4%; 31-39, 17.2%; 40 and over, 3.8%.	

What percentage of your miniatures are purchased through

15. direct mail-order?	20.8
16. hobby shops specializing in games?	56.6
17. general-interest hobby shops or toy stores?	11.9
18. department stores or military base exchanges?	2.4
19. convention exhibitors?	8.3

All following questions are answered on a 1-9 scale, with 9 being the highest rating. The number in parentheses is the percentage of respondents who, for whatever reason, did not feel qualified to answer the question.

On questions 20-24, rate the amount of influence each of the following criteria has on your miniatures purchases.

20. Personal examination	8.3 (1.2)
21. Friends' recommendations	4.1 (3.6)
22. Retailers' recommendations	2.8 (8.4)
23. Magazine reviews	4.8 (0.0)
24. Magazine advertising	3.9 (3.6)

Now comes the heart of this survey . . . In your rating of the following miniatures manufacturers, include your own opinion regarding sculpting, animation, quality control, packaging, availability, price, and anything else you consider important to the overall reputation of the company. If the company also publishes games, rate only the miniatures side of the business.

Ral Partha	8.1 (6.1)
Superior	7.1 (47.6)

Citadel	7.0 (28.0)
C-in-C	7.0 (69.5)
GHQ	7.0 (40.2)
Steve Jackson Games	7.0 (25.6)
Martian Metals	6.8 (8.5)
T-Rex	6.7 (65.9)
Task Force Games	6.3 (57.3)
Dragon Tooth (Tom Loback)	6.2 (50.0)
Grenadier	6.2 (17.0)
Heritage U.S.A.	6.1 (20.7)
Broadsword	6.0 (56.0)
Mike's Models	6.0 (71.9)
Valiant	5.9 (61.0)
Hinchliffe	5.8 (54.9)
Miniature Figurines, Ltd. (Minifigs)	5.8 (30.5)
Rafm	5.8 (69.5)
Asgard	5.6 (57.3)
Fantasy Games Unlimited	5.6 (62.1)
Garrison	5.5 (71.9)
Stan Johansen	5.5 (72.0)
Archive	5.4 (39.0)
Saxon	5.2 (80.5)
Castle Creations	5.0 (63.4)
Enola Games (Navwar-Ros/Heroics)	5.0 (75.6)
Zocchi (Gamescience)	5.0 (70.0)
Masterpiece	4.9 (82.9)
Dunken Co.	4.7 (85.3)
Eisenwerk	4.6 (69.5)
Ta-Hr	4.5 (86.6)
Adina	2.5 (87.8)

The following eight ratings are for specific lines by well-known companies.

Ral Partha: <i>Fantasy Collector Series</i>	7.9 (15.9)
<i>Personalities</i>	
Citadel: <i>Fiend Factory</i> / <i>Fantasy Tribes</i>	6.9 (45.1)
Martian Metals: <i>15 mm Traveller</i> / <i>Dragonslayers</i>	6.8 (19.5)
SJ Games: <i>Cardboard Heroes</i>	6.8 (22.0)
Superior: <i>Wizards and Lizards</i>	6.7 (62.2)
Grenadier: <i>Advanced Dungeons & Dragons</i>	6.0 (18.2)
Heritage U.S.A.: <i>Dungeon Dwellers</i> / <i>Knights & Magick</i>	5.7 (18.2)
Minifigs: <i>World of Greyhawk</i>	5.5 (40.2)

Finally: Rate this column.

<i>Metal</i>	7.4 (1.0)
--------------	-----------

For the nice rating; but more particularly for the time each of you took to answer this survey - my sincere thanks. Incidentally, the winner of the drawing for survey respondents is Thomas Cornwell of Bluefield, WV. Thomas wins a \$50 gift certificate from SJ Games for his trouble.

Epitaph

Heritage U.S.A., after a long illness, passed away in Dallas, Texas, in late January. Survivors include Howard Barasch and David Helber (who will become independent game consultants), Ed Andrews (who will distribute software), Max Carr (freelance figure design), and Arnold Hendrick (now a designer for Coleco). Good luck, guys.

Correction

In a recent column I incorrectly stated Alnavco to be the only distributor of Superior Models. Humble apologies to Woody Bennett. Superior figures are also available from:

Coulter-Bennett
12158 Hamlin Street
North Hollywood, CA 91606

Where We're Going

If you haven't already read Aaron's *Counter Intelligence* column, you need to turn back to page 31 and catch it. Now. Otherwise, what you're about to read won't make much sense.

* * *

All right. Back with me? Good.

I'm actually looking forward to the new "twin magazines." I think it'll give us a chance to reach a lot more people — while keeping our long-time readers happy as well. Consider: If you like TSG the way it is now, you can subscribe to both magazines . . . and you'll still have one new issue a month, with a mix of coverage. You'll get all fantasy one month, and all science fiction the next. But it'll even out.

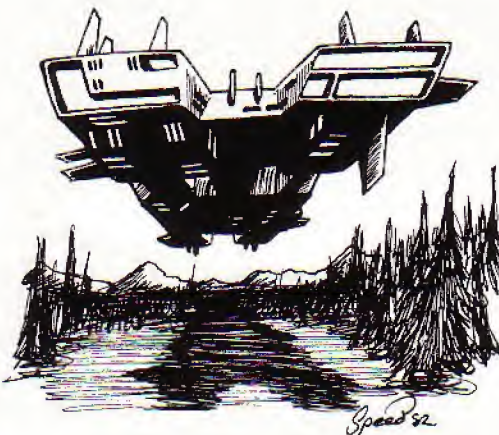
But the factor which really pushed us to make the change was this. Many gamers out there are "specialists." Maybe they're only interested in one or two games. Maybe they like several games — but all of the same general type. Let's face it: That kind of reader probably won't buy TSG as it's currently published. Why should he subscribe to a magazine that carries only one or two interesting (to him) articles and reviews each month? No . . . he'll read it at the newsstand, buying the occasional issue that concentrates heavily on his own interests.

But with the new "twin" format, the science fiction fan will be guaranteed six issues a year that he *really* likes — all the way through. So will the fantasy fan, because they'll be different magazines! We expect the combined circulation of the two magazines to be well over current TSG levels in a year. More readers means more participation, more interesting material, and more pages . . . so we all win. I hope. It seems like a good theory, so we'll give it a try.

Spring Releases

Now available are *Cardboard Heroes* red bases, just like the black and white plastic ones we offer now; \$3.00 per set.

Four other items are in the works as



planned "spring releases." I can't give dates for any of them yet, though . . . and some of them may spill over into the Origins release package. We'll see.

Car Wars Expansion Set 2: East Midville is two 21" by 32" street maps that fit to the Midville maps from *Sunday Drivers*. If you thought the *Sunday Drivers* map was big when you got it, just wait until you see what the expansion does. This set also includes scenarios and — by popular demand — one full-color "wreck" counter for each of the 16 original cars in the *Car Wars* set. \$3.00.

Car Wars Expansion Set 3: Armadillo Autoduel Arena is two 21" by 32" maps forming a giant-sized arena. Also includes

a two-sided cardboard "turning key" to make maneuvering easier (subscribers saw this on the mailer cover a few issues back) and several new vehicles and arena scenarios. \$3.00.

Car Wars Referee's Screen — all the charts and tables you need for *Car Wars*, plus a new, more detailed system of simulating crashes and collisions . . . all on one cardboard screen with three 8½" by 11" panels. If we can find a way to get the cost down, we'll also include a pad of vehicle planning and record sheets. Probably \$5.00.

Cardboard Heroes Fantasy Set 11: Player Characters II is 40 more player-character figures from the demented minds of our staffers and the skilled hand of Denis Loubet. \$3.00.

See You Wherever . . .

A final note: We're stepping up our convention participation in 1983. We are going to try to make it to more conventions — both wargame and science fiction cons — than ever before. We'll be hitting medium and large conventions regularly, and for smaller cons, though we may not be able to come, we can usually sponsor tournaments and offer prizes.

—Steve Jackson

Dallcon83

JUNE 3-5, 1983

THE DUNFEY HOTEL DALLAS DALLAS, TEXAS

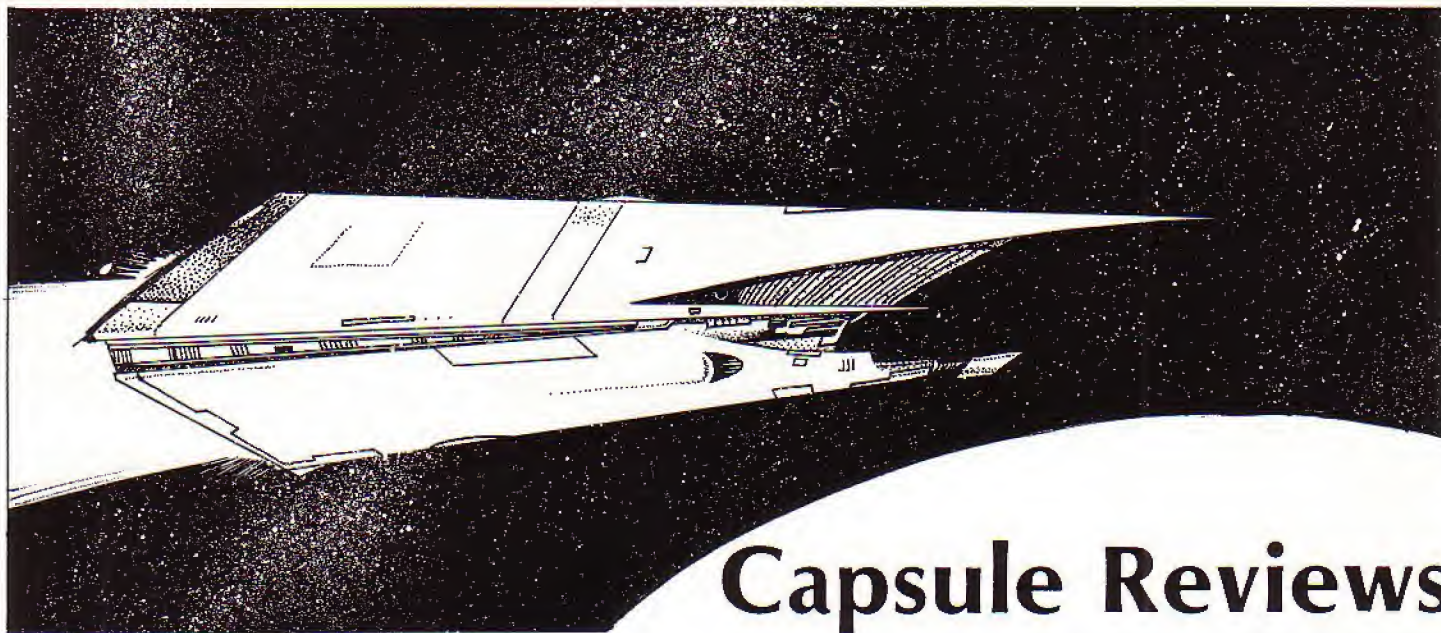
FEATURING
THE DALLCON AD&D™ COMPETITION
WITH OVER \$2,000.00 IN PRIZES

SPECIAL GUESTS
DAVE COOK AND MERLE RASMUSSEN OF TSR HOBBIES
FRANK CHADWICK OF GDW STEVE PERRIN OF CHAOSIUM

TRAVELLER, SQUAD LEADER, CHAMPIONS, ANCIENTS, ILLUMINATI
RUNEQUEST, STAR FLEET BATTLES, DIPLOMACY, NAPOLEONICS
AXIS AND ALLIES, REINASSANCE, FANTASY MINIATURES, DUNE
IRONCLADS, RALLY ROUND THE FLAG, OGRE/GEV, ACE OF ACES
SWORD & THE FLAME, BERSERKER, CIRCUS MAXIMUS, CAR WARS
COSMIC ENCOUNTER, CIVIL WAR, NUCLEAR WAR, RIVETS, RISK
COMPUTER GAMES, MOVIES, SEMINARS, DEMONSTRATIONS & MORE

JUDGES AND EVENTS WANTED

P.O. BOX 59899 DEPT. S DALLAS, TX 75229



Capsule Reviews

THE SPACE GAMER reviews board games, role-playing games, computer games, video games, and game supplements. We review play-by-mail games if a reviewer is enrolled. We will review any science fiction or fantasy game if the publisher supplies a copy. We do not guarantee reviews of historical wargames. TSG may publish a review of a game we are not sent — IF a reader submits a review.

The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine. For information on writing reviews for TSG, see "Writing Reviews for *THE SPACE GAMER*" further on in this section.

Games and game items for which we have assigned or received reviews include *Adventure Class Ships Vol. II*, (The) *Alien*, *Ascent to Hell*, *Atlantis*, *Ballots & Bullets*, *Cards of Power*, *Cosmic Ark*, *Crystal Caverns*, *Dark Crystal* miniatures, *Darkling Ship*, *Death to Setanta*, *Droids*, *Earthwood*, *Encounters*, *Endless Quests*, *Feudal Lords*, *Final Conflict*, *Fire Fighter*, *Ganglord*, *The Glastonbury Labyrinth*, *HexChess*, *Iceberg*, *Illuminati Expansion Sets 1 and 2*, *Kingdom of the Sidhe*, *Laser Bounce*, *Lost Colony*, *Newgrange Reactivated*, *Opponents Unlimited*, *Pitfall*, *Player Boards*, *Rolemaster*, *San Succi*, *Shuttle Intercept*, *Silverdawn*, *Space Jockey*, *Star Trek* (PBM), *Star Trek* (RPG), *Star Venture*, *Swordbearer*, *Through Dungeons Deep*, and *Warboid World*.

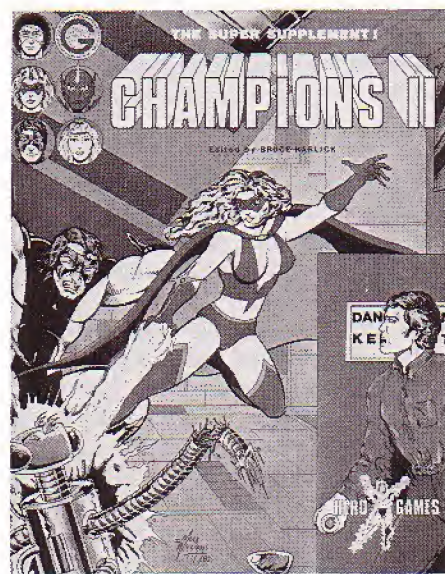
Games and game items for which we are seeking reviews include *Against the Cult of the Reptile God*, *Aztec*, *Battlemats*, *Battlesuit*, *Bavenlon: Danger in the Dark Forest*, *Behind Enemy Lines*,

Blizzard Pass, *Boarding Party*, *Book of Treasure Maps III*, *Cassiopeian Empire*, revised *Champions*, *Complete Dungeon of the Bear*, *Corsairs of Tallibar*, *Curse of Xanathon*, *Danger at Dunwater*, *Demons of Dundurn*, *Dragon Rage*, *Druids of Doom*, *Encounter*, *Epidemic*, *Famine in Far-Go*, *Fasolt in Peril*, *Galactic Adventures*, *Gangster*, *Ghoulash*, *Goblin*, *Heroes and Villains*, *High Ranger Guard*, *Illuminati*, *Interstellar Wars*, *Kamakura*, *Letters Mapstamps*, *M.I.S.S.I.O.N.*, *Necromancer*, *Oracle*, *Pirates of Hagrost*, *Questers*, *Question of Gravity*, *Questworld*, *Recon*, *Runes*, *Sanctuary*, *Search for the Lost City*, *Shield Maidens of Sea Rune*, *Society of Sorcery*, *SoloQuest II (Scorpion Hall)*, *Spectre*, *Star Explorer*, *Star Sector Atlas 2*, *Starfleet Voyages*, *Castle's Super Heroes*, *Castle's Survival Force*, *Thieves' Guild 7*, *Thirty-Sided Dice Gaming Tables*, *Tome of Mighty Magic*, *Truck Stop*, *Tubeway*, *Volturnus/Planet of Mystery*, *Voyager I*, *Warrior*, *Warrior-Lords of Darok*, *Weapons & Castles*, *Witches Court Marshes*, *Wizard's World*, *Wondrous Weapons*, and *The World of Silverdawn*.

SUPPLEMENTS

CHAMPIONS II (Hero Games); \$9.95. Edited by Bruce Harlick. Supplement to *Champions* (preferably revised version); 8½ x 11" 80-page booklet. Illustrated. Published 1983.

The first rules supplement for the best superhero RPG, *CHAMPIONS II* features new skills and powers (such as *Escape Artist* and *Energy Absorption*), enhancements for the combat system, rules for designing headquarters and vehicles, numerous charts and descriptions, some useful record sheets, and short articles discussing things like normals, non-player characters, experience points, the law, money, and (certainly not least) "Campaigning *Champions*" by TSG editor Aaron Allston.



A lot of hard data and good advice, combined with a refreshingly tongue-in-cheek approach, make this supplement useful for both referees and players. How do you take damage from electricity? Dive for cover? Pilot a 747? It's all here, along with imaginative and flexible HQ rules, a nice set of generic normals, a really keen suit of powered armor, and ace reporter Jimmy Dugan. The text is concise and complete, a Hero Games trademark.

Unfortunately, other Hero trademarks are present as well: garish cover, blah layout and graphics, sloppy proofreading, and Mark Williams' stiff and distorted illustrations (it would be nice if he took a couple of anatomy classes). Interesting topics like "Danger Rooms" are glossed over, while the *Condensed Power Listing* is simply padding. The articles are of varying usefulness; do you think you'll need a tidal wave in your campaign, or a volcano? And — though not implying for a second that my esteemed friend Aaron's article is less than excellent — I think it's inappropriate in a permanent rulebook, where the contents should have (as it were) lasting value.

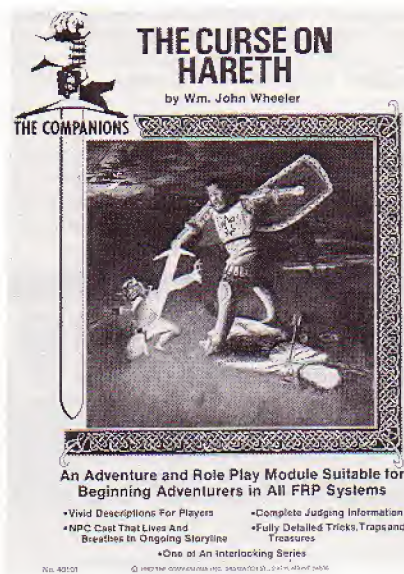
But there's much here of interest, lasting or not. The record sheets alone go a long way toward justifying the price. *CHAMPIONS II*

is definitely worth having, if not quite indispensable. I look forward to III!

—Allen Varney

THE CURSE ON HARETH (The Companions); \$12.95. Designed by Wm. John Wheeler. A universal role-playing module for all FRP systems. One 8½ by 11" looseleaf book, one terrain map, two dungeon maps. Published 1982.

THE CURSE ON HARETH is one of those rare modules that is not only fun to read, but also fun for both the players and gamemaster to play. It is written in generic terms, and while minor changes must be made to fit into whichever game system you are using, overall it works wonderfully. The module is designed as a base of operations for a team of beginning characters. It includes a timeline of events, which lists things that happened before the adventurers arrived in the town and things which will happen while they are adventuring. There is a variety of charts for things such as town encounters, lost and found items, a fight table determining everything from the intensity of the fight to its resolution, a very nice table for determining whether the players have disturbed any of the town's occupants, and the most detailed facts and fictions chart I've ever seen.



The module is put together in several sections, each having been carefully worked out and designed with much forethought. Sections include the village, the Hareth manor ruins, a shrine, a meeting with a rather large thieves' band, the Hareth keep ruins, and the thieves' lair. The most interesting area is probably the village; however, the other areas are very worthwhile. Connecting them all is a series of ongoing mysteries across which the characters will stumble, a typical fantasy-type curse, and a sinister, more realistic curse.

As the module is so complex, the gamemaster must familiarize himself with it to a greater extent than most adventure modules require. Other disadvantages are that the front cover art is lousy, and one must supply his own binder in which to keep the scenario.

All things considered, it is well worth the price, especially for a beginning group of characters, although any group should find it enjoyable.

—Kelly Grimes

DAMOCLES (Timeline); \$7. Designed by H.N. Voss. One 8½ x 11" 40-page book, 11" x 17" map/folder. For five to nine players; play-

ing time indefinite. Published 1982.

Faithful followers of *The Morrow Project* take note: Timeline has released **DAMOCLES**, its second published scenario for *TMP*. Unlike the first *TMP* adventure, *Liberation at Riverton*, **DAMOCLES** is for the experienced or expert player. The scenario is more challenging than its predecessor and will take a lot more thought and investigation than did *Riverton*. **DAMOCLES** concerns the mission of a Morrow Recon Team that has been assigned to patrol the Upper Peninsula of Michigan. The team awakens in the dead of the hard northern Michigan winter and thus must face the hardships of bitter cold in addition to all else. Arriving at a local village, the team will hear rumors of "the Thinker in the Hills" — which will lead them to an assault on a still-functioning secret U.S. government installation and the mystery of Project Damocles. As in *Riverton*, **DAMOCLES** includes a large map for the Project Director showing the area as it is now, a players' map of the area 150 years earlier, plans and keys to the group's vehicle (in this case, the Commando Scout), descriptions of civilization remaining in the area and its NPC inhabitants, and data on new weapons and equipment, including the Morrow cold weather issue.

DAMOCLES presents an interesting problem to *Morrow* players, one in which they will have to do more thinking than shooting (though there'll be some of that involved, too) to survive. One nice point is that the maps and plans of the important structures are all clearly gridded and include a grid scale, something that was missing in *Riverton*. The detailed stats on the black powder weapons of the villagers and the chain guns of the "opposition's" defenses are welcome, too. And the expanded hit tables for the Commando Scout — plus the extra ideas that can be derived from the scenario — are added selling points even for those who may not wish to run the scenario themselves.

There are few problems to be found in **DAMOCLES**. I'd personally like to see the general notes on running the adventure fall before the detailed sections on what will be encountered, but this isn't a serious flaw. I'd also have preferred game stats on the various NPCs rather than this being left to the PD to determine, but again this won't be a problem for most PDs. Those who don't own *Riverton* may have some problems figuring out the expanded hit tables for the Commando Scout, however, as the explanation on how to use them was omitted.

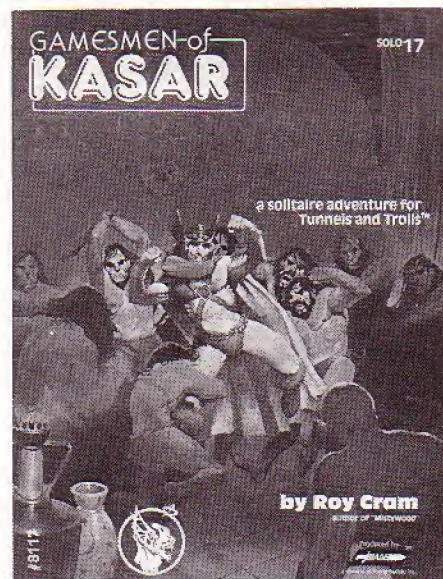
Overall, **DAMOCLES** is quite well done and should provide quite a bit of gaming enjoyment for *TMP* players, whether it is used as a one-shot scenario or as the first in what could be a lengthy campaign.

—William A. Barton

GAMESMEN OF KASAR (Flying Buffalo, Inc.); \$6. Designed by Roy Cram, Jr. 35-page solo adventure. Published 1982.

A mysterious merchant from beyond Kasar has entered that city and purchased a building. Soon after, messengers arrive challenging all "to play the Game/Risk your life for wealth and fame," and the emphasis here in the 17th solo adventure from Flying Buffalo is on the word *game*. It is designed for a single warrior, and spells are restricted to when the player has an "intuition" that a spell would work (a magic shield protects the building and warps most attempts at spellcasting).

There is nothing challenging about **GAMESMEN OF KASAR**. The player's options are



random and limited. If making choices without recourse to logic amuses you, then you can spend many happy hours in this adventure, for the player can choose from six different routes in three rooms — and have at least a one-sixth chance of dying automatically. There are no clues to indicate the right path, and the player must constantly make a variety of saving rolls on his attributes. In the major areas, the player has to deal with the random elements of a slot machine, a roulette wheel, and a cardshark. After a die roll, the player either receives a gift or fights a monster. To be fair, you can talk your way out of trouble in one paragraph — in one graph out of hundreds.



the **AFTERSHOCK**™

Has begun and the individual survivors are warring over the remains. **CASTLE CREATIONS' SURVIVAL FORCE SERIES**, heavily-armed, hardcore 25mm individualists.

Send \$1.00 for Catalog to

Castle Creations

1322 Cranwood Sq. South
Columbus, Ohio 43229
Ph. (614) 888-6432

The physical quality of the solo is excellent and up to Flying Buffalo standards. But in writing GAMESMEN, Cram forgot to include anything to challenge the intellect of the player.

—William Peschel

ORB QUEST (Metagaming); \$3.95. Designed by Paul C. Wagner. Adventure for *The Fantasy Trip*. One 60-page rulebook, 12" x 13" map, one die, and counter sheet, boxed. One to six players; playing time two to three hours. Published 1982.

ORB QUEST is a microquest for *The Fantasy Trip* role-playing system, for either group or solitaire play. The quest is touted as a sequel to *Death Test II* and subtitled "More thrills in the Thorsz' service." This warning alone should give players an idea of what they are in for if they brave this quest.

Once again, the Thorsz is looking for a few good men and/or women (read this as foolhardy men and women) to accomplish a slightly difficult task. A group of up to four characters is needed to search a wizard's tower and recover one of the missing magical orbs that the original Thorsz used to help found his city-state kingdom. Over the years, several of the orbs have disappeared and are now being used by an unseen wizardly opponent of the Thorsz.

ORB QUEST has several good points, and only a few weaknesses. The map is one of the best I've ever seen in a microquest. Since *TFT* uses a hex grid for mapping, most rooms have an awkward appearance, but the tower in ORB QUEST is hexagonally-shaped, which complements the use of megahexes. A further innovation is that the players may leave the tower at any time as long as they don't have the orb in their possession. If players opt to retreat, though, they must forfeit all the experience

points they have gained on ORB QUEST. This little twist helps balance out the retreat option rather nicely. Each level in the tower has three possible rooms, which allows for several replays of ORB QUEST. A GM could vary the rooms each time to simulate the Thorsz' efforts to recover all the missing orbs. The opponents and the tactical situations in ORB QUEST are quite challenging, and will test even the most experienced characters.

ORB QUEST is not without its weaknesses. The biggest flaw lies in the system for awarding experience points. For some reason, the designer has returned to the system used in *Death Test* of totalling all EPs and dividing them equally among the players. This is a step backwards in the development of *TFT*.

Overall, I have to give ORB QUEST an A-rating. The problems are easily corrected, and the quest's difficulty should keep even experienced players on their toes.

—Edwin J. Rotondaro

THE PLATEAU CAPITAL OF EVIL (Entertainment Concepts); \$3. Designed by Jim Dutton. Universal RPG adventure. 10-page booklet, referee and players' map, and random encounter table. For seven to eleven players; playing time indefinite. Published 1982.

THE PLATEAU CAPITAL OF EVIL is a fairly universal adventure for non-technological RPGs. The background and rationale for the adventure are very good. In this adventure, the players do not know which evil is about to take place, only that they must stop it. The adventure has 15 dangerous encounters plus many random ones, which range through a hermit, a wily dragon, demons, and a talk with a god. There are also three deadly traps and two new magic items.

This adventure has many strong features. It is exciting and well-balanced, for intelligent players and strong characters. Although there are many encounters, you will die quickly if you treat it as only a simple hack-and-slash adventure. Many players will find this adventure a little different from most adventures for sale.

However, this is for the GM who doesn't mind rolling up his own NPCs — because he'll have to, though a good idea of how powerful to make the NPCs is provided. Also, because of the generic nature of the adventure, the GM will have to determine the power of the magic items and monsters. This adventure is for fairly high-level adventurers.

I think it is a very worthwhile adventure for the GM who doesn't mind creating his own NPCs, magical item strengths, and monsters. PLATEAU costs only \$3.00. It is worth it.

—Thearin R. Wendel

SEARCH FOR THE CRYSTAL SWORD (Entertainment Concepts); \$3. Designed by Jim Dutton. Third *Silverdawn* adventure. Universal RPG adventure. 14-page booklet, referee and players' map, random encounter table. Two or more players; playing time indefinite. Published 1982.

SEARCH FOR THE CRYSTAL SWORD is a very good universal fantasy adventure. The players have to compete with rivals to find and determine ownership of the title sword. Other encounters include a raiding party, a wily dragon, a ghost, a guardian, a strange hermit, and wandering highwaymen. Upon the location of the sword, the real surprises start — the adventure is not over. At first glance, this may seem to be a hack-and-slash adventure, but it's not — this is an intelligent adventure.

ESPIONAGE!

BROUGHT TO YOU AT GREAT PERSONAL RISK...

FROM

HERO GAMES

HERO GAMES 92A -SG 21ST AVE SAN MATEO, CA 94402

This module is very well explained and designed. Many encounters encourage thinking over acting. There are also some very sneaky surprises contained in the adventure. The rationale for the quest is plausible. The area displayed on the judge's map is large enough to allow many other adventures.

The scenario, though, is only for the GM who can take a basic plan and create a campaign. The GM must roll his own NPCs and decide the potency of magical items and encounters. The GM must also be creative and like to work on his adventures to develop this one to the fullest.

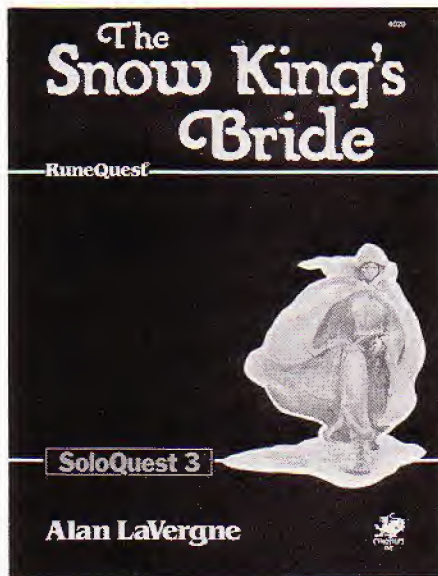
This module has very few weak points. If you like working and adding to any module, you will appreciate this adventure. I do recommend it for the cost of only \$3.00.

—Thearin R. Wendel

THE SNOW KING'S BRIDE (Chaosium); \$6. Designed by Alan LaVergne. 46-page solo *RuneQuest* adventure. Published 1982.

In the third of Chaosium's *SoloQuest* series, the player must accompany Brunhild the Boisterous — "a healthy, large-sized Viking lass, assembled along generous lines" — through rugged mountainous terrain to her husband-to-be in Valahalavalla. Along the way are a variety of encounters which are humorous, dangerous, and profitable. LaVergne delights in puns, both with a Nordic twist such as Valahalavalla and Lummo Low-Key, and more esoteric types (including a reference to Voltaire's *Candide* — very strange).

This is an entertaining module that combines an interesting scenario with fine descriptions of the characters and the scenery. There are plenty of scene-setting paragraphs that give the feeling



of reading a novel, and the freshness can be maintained if you use only a few encounters for each run. The scenario could also be played with a group after the GM runs himself through it.

There are a few minor faults with **THE SNOW KING'S BRIDE**. An option in one paragraph is misnumbered and, while the layout and typography are fine, the black cover reflects fingerprint smudges. Also, Brunhild's character weakens as the adventure rolls along. She is supposed to be a problem (none of the men in Vitfjord would agree to the escort job), but little happens along the way to given an indication of why that is so.

But these are niggling faults; **THE SNOW KING'S BRIDE** is a worthwhile investment for those who want a solo adventure.

—William Peschel

SPELL LAW (Iron Crown Enterprises); \$17.50. Designed by Peter Fenlon, S. Charlton, and Terry Amthor. Four 24-page books and eight parchment charts, boxed. Published 1981.

SPELL LAW is a complete spell system for any RPG. Unlike *Arms Law* and *Claw Law*, **SPELL LAW** can be adapted to games other than *AD&D* easily. Magic is divided into three separate realms: Channeling, Essence, and Mentalism. To each realm is devoted an entire book, which is filled with spell lists for various classes. The other book is a set of guidelines for using the spells (of which there are over 2,000). Twelve "true" spell-users are defined within this system, along with three "semi" spell-user classes. Each class has its own special set of lists which any spell-user of that realm can use. Furthermore, there are separate attack tables for such spells as fireballs and shockbolts, along with critical hit charts for fire, electricity, etc. There are also saving-throw tables and spell-fumble tables. This is a *complete* system (it had better be, for seventeen bucks).

SPELL LAW is probably the best spell system around. Every spell possibly in existence is in **SPELL LAW**. Everything is fully explained and well-written. Even the artwork is fairly nice, and the typesetting is attractive. This work will allow infinite variety for any serious RPGer.

One thing which might upset you after you have bought it is the length of the spell descriptions. The average description is about 25 words long, and many spells are merely simple varia-

contemporary role playing
for solitaire or group play

MERCENARIES
SPIES &
PRIVATE
EYES™

complete rules \$9.95

coming soon **The Adventure of the Jade Jaguar**

PO Box 1210 • Dept. J-15
Scottsdale, AZ 85252-1210

BLADE™

BLADE is the publishing division of Flying Buffalo Inc.

tions of each other. This doesn't affect play in any way, but I expected more. Each spell is usually followed by a long string of abbreviations, which will take time to memorize. The alternative to memorization is page-flipping. Another problem: It's hard to use the critical hits unless you also have *Arms Law* and *Claw Law*.

If you have both of these, then I suggest you go ahead and buy SPELL LAW.

—Richard Wolfe, Jr.

STARSILVER TREK (Judges Guild); \$7. Designed by Diane Mortimer and Bill Pixley. 48-page referee's (oops, sorry, *judge's*) booklet. Five to seven players; playing time five to ten play sessions. Published 1982.

An approved supplement for *DragonQuest*, this adventure allows a party of dwarves to visit the *Frontiers of Alusia* (where few dwarves live) on a dwarven quest. An off-map dwarven culture is presupposed, giving the party its motivation and its competition. Various sections of Alusia through which the trek will go are detailed.

A new skill (Prospector) is provided. *DQ* needs more skills, so this is a bonus . . . even if the skill is uninspiring. Extensive playing time is the real bonus from this adventure. STARSILVER TREK provides a lot of play for very little GM effort (I trust you'll use all the time you save to plan a real humdinger of an adventure to follow this one). Besides that, Alusia needs filling out, and SPI never seemed interested in doing it.

Part of the area filled out overlaps with the sea voyage from *Magebird Quest*, another JG *DQ* adventure. (If it comes to a choice, take *Magebird*.) But that is really a trivial part of the trek. The real problems here are tone and adaptability. Serious fantasists may find the SF tone of the blinking buttons and radioactive manna a little too much to take. Fitting this into a campaign will not prove easy, considering its dwarves in a non-dwarf environment, its reliance on a skill which your adventurers probably don't have yet, and its assumptions about the party's history.

All of which is not to say the adventure's not recommended just because it's ordinary. *DQ* could use more ordinary adventures just as *Alusia* could use the detail provided here. Even if you never run the particular quest described here, even if you never have a dwarf in your party, the old grouch who hates other players saying "Beam me up, Scotty" during a *fantasy* adventure is the only one who'll not have fun with these encounters.

—David McCorkhill

SUNDAY DRIVERS (Steve Jackson Games); \$5. Designed by Aaron Allston and Stefan Jones. Supplement for *Car Wars*. 24-page rulebook, two 21" x 32" map sections, counter sheet with 160 counters, ziplock bag for counters, plastic Pocket Box. Two or more players, referee recommended; playing time infinite. Published 1982; some material published in *The Space Gamer* issues 49 and 50.

SUNDAY DRIVERS is SJ Games' successful attempt to present *Car Wars* urban combat. A small town, Midville, is beset by warring factions of duellists, a pedestrian defense group, a cycle gang, and the law (which tries to remain neutral). A map of the central business district provides the setting, a battleground of streets dominated by buildings. Rules for internal building movement, elevation, line-of-sight, and building damage enable the gamer to use any building, even create his own. New equipment for the undergunned pedestrians, such as a portable recoilless rifle and suggestions for traps made of household objects, make the contest between man and machine a bit more even. Vehicles are also provided with some new gear and rules designed especially for anti-personnel use. The scenarios pit the pedestrians vs. the duellists, and the townspeople vs. the cyclists. Variants include expanding the map, allowing "civilian" vehicles, and substituting a National Guard platoon for the townspeople, assisted by an Urban Assault Vehicle.

SUNDAY DRIVERS is extremely well done. The physical quality is excellent, especially the counters by Denis Loubet. The game provides a situation on a scale and scope greater than your average *Car Wars* tournament. The new rules open a new dimension to the future-world of *Car Wars*, making all sorts of scenarios (bank robbery, shooting up the town, Saturday night "drag-duels," etc.) possible.

Unfortunately, playing a full scenario of SUNDAY DRIVERS, especially the cycle attack, will require tremendous amounts of time

NEW

Alien Contact

Alien Contact is a game of conquest and diplomacy in a futuristic uninhabited sector of the universe.

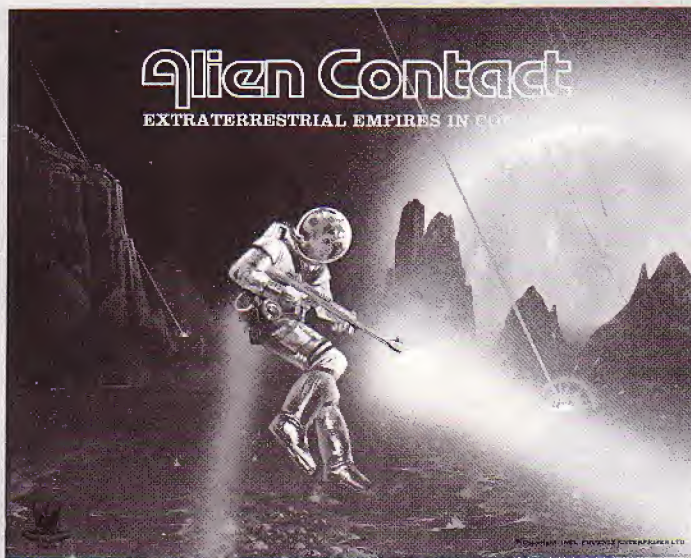
Your small forces start out to explore and colonize the system to replenish your empires dwindling resources when a radio message is received: ALIEN CONTACT!! As commander you must expand your control over new star systems and develop your own technology and detente to deal with the expanding alien empires.

- 528 die cut counters
- 22"x28" Mounted, hard backed, full color map
- Area movement
- Playing time 3-6 hours
- A game for 2-6 players

Phoenix Enterprises, an emerging industry leader now with mounted and varnished gameboards and unit counters. Games that set new standards for artwork and graphic visuals. Amazingly realistic rules systems for their complexity. A level of sophistication and playability that is unparalleled in the adventure game industry.

Available at most retail game shops throughout the country or to order by mail send \$22.00 plus \$2.00 shipping and handling to:

Phoenix Enterprises Ltd. P.O. Box 81192 ● Chamblee, Ga. 30366



and record-keeping. It is not an undertaking to be considered lightly.

Car Wars enthusiasts: If all you want is arena and road combat, don't bother to get **SUNDAY DRIVERS**. However, if you want to go beyond the arena, this game is worth the \$5 — and much more.

—Craig Sheeley

MINIATURES

FANTASY LORDS and **FANTASY MONSTERS** (Pinnacle Products); \$11. Boxed sets, each with eleven 25 mm metal figures, eight colors of water-based paint, two plastic trays, brush, and instructions. Released 1982.

When I first saw these sets I was unimpressed; it looked like another "put a few figures in a box and sell them for twice what they're worth" gimmick. I changed my mind the moment I opened the box. For the beginning figure collector — the market at which these are aimed — these sets are excellent. Even for the experienced collector, who will have little use for the paints and instructions, the figures are well worth the price of the set.

The figures are well detailed and nicely cast; I found very little flash. They're large for 25 mm, but not *too* large. (Actually, 25 mm is my own interpretation; the scale appears nowhere on the box.) Both the **LORDS** and **MONSTERS** sets have a nice range of figure sizes; the Barbarian, for instance, stands head and shoulders over the Ninja. Most of the beasts in the **MONSTERS** set are original and interesting; the **LORDS** lean more toward stock figures, but at least the human figures include a good assortment of types, and some (especially the Vizier) are unlike anything I have seen elsewhere.

The painting instructions would be very good for any beginner; they include instructions for underpainting, dry-brushing, and "wash" techniques, and even color pictures of each finished miniature! The water-based paint is not what I am accustomed to, but it mixes well and adheres better than my enamels — I'm going to experiment with it further!

My only complaints are small ones. The brush supplied with the set is *much* too large to do justice to the figures' detail, especially if wielded by a beginner. The design of the figure makes it almost impossible to reposition arms and legs, should this be desired. And the name of Grenadier Models (which owns Pinnacle Products) appears nowhere in the set. This stuff is *good*, guys — why not take credit for it?

Recommended, especially as a gift for a friend whom you'd like to start in the miniatures hobby.

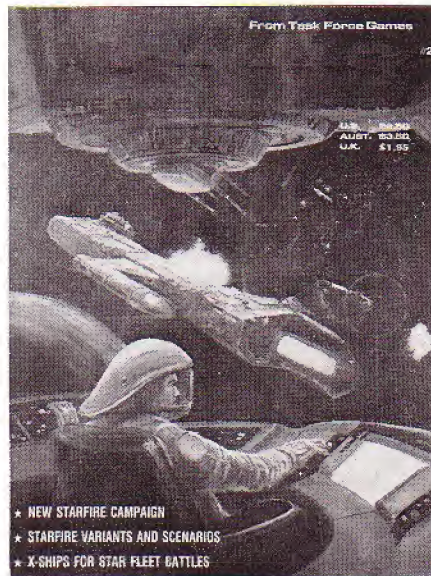
—Steve Jackson

PUBLICATIONS

NEXUS: The Gaming Connection (Task Force Games); \$2.50 per issue or \$10 for a one-year subscription. 40 pages per issue plus covers. Each issue contains a featured game article, reviews, varied departments, miscellaneous articles, and a *Star Fleet Universe* section. Published bi-monthly.

NEXUS magazine is billed as Task Force Games' link to the gaming public. Included in every issue are new scenarios for certain featured Task Force games, as well as hints on strategy and tactics. The core of this magazine (about eight pages per issue) is the *Star Fleet Universe* section. Included in every issue, this section deals with *Star Fleet Battles* and provides new scenarios, products in development and, occasionally, new SSD sheets for new ships or for ships that don't have them.

NEXUS provides an excellent service to pur-



chasers of Task Force products. Well thought-out scenarios and good tactical advice make **NEXUS** very enjoyable to read for the Task Force Games enthusiast. The *Star Fleet Battles* section provides an excellent service to players of that game.

As to its bad points, I must say that there are quite a few. Every issue has been two months late (I received my April-May issue in June, for example). Aside from the front and back covers, there is no color at all inside the magazine. Reviews are done for both Task Force products as well as other gaming company's products. However, nothing detrimental has been printed about any Task Force product in these reviews (every game has its faults).

NEXUS is what is generally termed as a "house organ." If you are a Task Force gamer, you will find that the good points outweigh the bad points, and you will probably enjoy **NEXUS**. *Star Fleet Battles* players will definitely get their money's worth with this magazine. Needless to say, if you don't play Task Force games, this publication isn't for you.

—Jerry Silbermann

Experience
QUALITY
Play-By-Mail

FLEET MANEUVERS The Original Game

Four Teams of Four Players Each Deploy a Cooperative Fleet of Privately Controlled Starships. Unique Races, Powerful Starbases and a Variety of Weapons Make for an Exciting Challenge.
Cost—\$2.50 per Turn

FLEET MANEUVERS The Sigma Conflict

Our First Scenario Pits the Confederacy Against the Krell in an All-Out Battle to Determine Just Who Will Control the Sigma Sector.
Now You Can Command a Starbase!
Cost—\$2.50 per Turn (Starship)
\$3.00 per Turn (Starbase)

FLEET MANEUVERS³ The Next Dimension

An Unbelievable 12 Player, 3 Dimensional Version of Our Original Game. Our NEW Defense Point/Targeting Point System Makes True 3D Movement Fun and Easy.
Cost—\$3.00 per Turn

Rulebooks—\$2.00 Each (Fully Redeemable Upon Set Up)
Set Up—\$2.00 Any Ship, Any Game

Just Select a Game.

Send \$15.00 min. and the Rulebook is FREE

THREE QUALITY PLAY BY MAIL GAMES BY

FANTASTIC SIMULATIONS

P. O. BOX 24566 DENVER CO. 80224

Chaosium to Sell *RuneQuest*

Chaosium, Inc. is currently conducting negotiations to sell *RuneQuest*, the company's flagship game title, to Avalon Hill.

Negotiations have not yet closed, but *RuneQuest* co-designer Steve Perrin says the negotiators are "working on it and are very close" to reaching an agreement.

According to Perrin, Chaosium would retain all its other Basic Role-Playing titles

(such as *Stormbringer*, *Call of Cthulhu*, and *Superworld*), producing those with Chaosium facilities, while still creating *RuneQuest* material for sale through the Avalon Hill distribution network — "We provide the design facilities and Avalon Hill does the distribution," explained Perrin.

"These negotiations are under way,"

confirmed Avalon Hill's Tom Shaw, "but nothing has been signed." Shaw noted that, if the deal does go through, AH will not begin marketing *RuneQuest* until next year. Avalon Hill's projected fantasy RPG, *Powers & Perils*, will not be shelved. "We would still proceed with that project," stated Shaw, "but we perceive that *Powers & Perils* appeals to a different market [than *RuneQuest*]." Shaw places the P&P complexity level at midway between *RuneQuest* and *Dungeons & Dragons*.

New & Upcoming Releases

Norton Games has released a new space fantasy role-playing game called *Cassiopeian Empire*. This game will retail for \$9.50. Dealers are encouraged to contact Norton Games for further information.

Star Fleet Battles players needing information on Lyran Order of Battle and the layout of the Lyran Empire can get this information free by sending an SASE to Amarillo Design Bureau, P.O. Box 3012, Amarillo, TX 79106.

SSI has released two new computer wargames: *Bomb Alley* is a simulation of the Mediterranean campaign of the summer of 1942, centering on the island of Malta and its strategic role. The second game, *Fighter Command*, recreates the Battle of Britain. Both are \$59.95 for the Apple II with Applesoft ROM card, Apple II Plus, or Apple III.

Entertainment Concepts, Inc., offers six RPG modulettes and a *Silverdawn* map/guide. The modulettes are generic, run eight to ten pages, and include all maps and tables necessary for play. Three are campaign aids (\$2.50 by mail from ECI) and the other three are specific adventures (\$3.50). All six can be adapted to any FRP. ECI also offers *The World of Silverdawn* (\$6.50), a four-color map with an accompanying geo-political guide, and the *Silverdawn Anniversary Adventure*, with the adventures of Kaldarius the Mage (\$4.50). Also new for the *Silverdawn* adventure world is *The Village of Peddler's Ferry* campaign modulette.

Microcomputer Games, a division of Avalon Hill, has released several new games, including *Vorak*, *The Alien*, *Gypsy*, *Flying Ace*, *Computer Facts in Five*, and *Space Station Zulu* — all are available for new machines, as well. New April releases will include *Paris in Danger* (historical) and *S.C.I.M.M.A.R.S.* (science fiction).

Nova has released *Battle for the Factories*, from *Streets of Stalingrad*. They plan to have the "Early Planes" *Ace of Aces* books ready for Origins, and a swordfighting "book game" in August.

Ral Partha displayed a number of new figures at January's HIA show. Especially notable were several new additions to the siege engine line produced by their Canadian affiliate RAFM; an enormous 25mm "Dwarf Riding War Eagle"; and a wide assortment of new heroes and monsters in their "All Things Dark and Dangerous" and "Children of the Night" series. Licensed figure sets for *ElfQuest* are scheduled for July,

Judges Guild has released *In Search of Kalandor's Gold* (RPG adventure, \$3.00) and *Tarantis* (background book in the CityState series, \$14.95).

Fantasy Games Unlimited now has a boxed version of *Chivalry & Sorcery, Privateers & Gentlemen*, a "fighting sail" RPG, will be out soon. *Deadly Coins*, a *Daredevils* adventure, is

available now at \$5.00.

Task Force returns to the electronic game arena with four Atari programs (16K cassette) set for midyear release, all from their current boardgame line: *War of the Worlds*, *Survival*, *Starfire*, and *Asteroid Zero-Four*. Also out are two new boardgames, *City States of Arklyrell* and *Boarding Party*, both bagged at \$4.95, and several new miniatures in the *Starline 2000* (*Star Trek*) series. Task Force has also bought Metagaming's *Godsfire*.

Steve Jackson Games plans an Origins release date for a supplement combining *Car Wars* and Hero Games' *Champions*.

Convention Calendar

*March 24-27: AGGIECON. SF con. Contact Cepheid Variable, P.O. Box J-1, College Station, TX 77844.

April 8-10: CAROLINA CON. Role-playing and boardgaming con. Contact Wargamers Society of USC, USC Box 80138, Columbia, SC 29208.

April 15-17: VIKING CON FOUR. SF and fantasy con. Contact SFFC, VU 202, Western Washington University, Bellingham, WA 98225.

April 16: UTHERCON 83. Gaming con. For information contact David Nalle, 610 West 30th St. No. 211, Austin, TX 78705.

April 16-17: OSCON '83. SF and gaming con. Contact OSU Wargamers, 700 West Scott No. 321, Stillwater, OK 74074.

April 22-24: CONTRETEMPS 2. Gaming and SF con. Send SASE to Contretemps, P.O. Box 12422, Omaha, NE 68112.

April 23: COLUMBIA WIZARDCON. SF and gaming con. Contact Brad Lewis, 902 Fernald Hall, Columbia University, New York, NY 10027.

*April 29-May 1: TREASURE-CON I. SF and gaming con. Contact Treasure-Con I, 306 4th Avenue, Laurel, MT 59044.

April 29-May 1: TRI-STATE CON '83. Gaming con. For information contact Cincinnati Adventure Gamers, 11020 Reading Road, Suite 175, Sharonville, OH 45241, phone 513 / 984-8011.

May 20-22: CWI CON '83. Historical and fantasy gaming con. Contact Chicago Wargaming Inc., P.O. Box 217, Tinley Park, IL 60477.

May 27-29: SWAMP CON-4. SF con. Send SASE to BRSFL-SwampCon, P.O. Box 14238, Baton Rouge, LA 70898.

May 27-29: CONQUEST IV+10. SF con. For information contact ConQuest IV+10, P.O. Box 36212, Kansas City, MO 64111.

May 29: M.I.G.S. IV. A free day of wargaming. Contact Len Scanlan, 473 Upper Wentworth Street, Hamilton, Ontario, Canada L9A 4T6.

June 3-5: WARGAMER'S WEEKEND. Gaming con. Contact Chris' Game and Hobby Shop, 1 Hales Court, Newburyport, MA 01950.

June 10-12: X-CON 7. SF and gaming con. For information, contact X-Con, P.O. Box 7, Milwaukee, WI 53201-0007.

June 17-19: GENGHIS CON V. Gaming con. Contact Denver Gamers Association, P.O. Box 2945, Littleton, CO 80161, phone 303/798-1404.

June 24-26: POLYCON '83. Gaming con. For information contact Society of Wizards and Warriors, P.O. Box 168, Julian A. McPhee U.U. Cal Poly, San Luis Obispo, CA 93407.

June 24-26: EASTCON. SF and gaming con. Send SASE to: EastCon, Box 139, Middletown, NJ 07748.

*July 2-4: TEXCON: 1983. Gaming con. Send SASE to David Ladyman, 8028 Gessner No. 1805, Austin, TX 78753.

*July 14-17: ORIGINS '83. Adventure gaming con. Contact MDG, Origins Events / Info, P.O. Box 656, Wyandotte, MI 48192.

July 15-17: OKON '83 / FILKCON EAST '83. SF cons. Send SASE to P.O. Box 4229, Tulsa, OK 74104.

August 5-7: OMACON 3. SF and gaming con. Contact OmaCon 3, 2518 South 167th Street, Omaha, NE 68130.

SJ GAMES and TSG will be attending the conventions marked above with asterisks.

News Briefs

Reward for Stolen Miniatures Offered

Ral Partha is offering a reward for the return of 400-500 painted Renaissance display figures recently stolen from their factory in Cincinnati. Anyone with information should contact Rich Smethurst at 513 / 631-7335.

GDW Announces New Publication

Game Designers' Workshop announced a new publication in January. *The Workshop Newsletter* is aimed at supplying gamers with current information on new and upcoming games, and passing along news of other GDW products. The newsletter is expected to appear ten to twelve times a year. No subscriptions will

be accepted and no mailing list will be maintained, but the current issue is always available for a stamped, self-addressed envelope from Game Designers' Workshop, P.O. Box 1646, Bloomington, IL 61701.

Adventure Publisher Moves

Midkemia Press, publishers of fantasy role-playing adventures, has moved. Their new address is 2691 Murray Ridge Road, San Diego, CA 92132, 619 / 576-0872.

Game Merchant Folds

Game Merchant magazine has ceased publication with its 15th issue. "Economics are bad

and we decided that we had to fold," stated publisher Alex Marciniszyn. The magazine, a bi-monthly newsprint publication, featured advertisements and industry news throughout its publication history.

SCANNER CLASSIFIEDS

Scanner Classifieds are available to individuals (not to companies). \$5 per insertion; limit 20 words or four lines.

Star Fleet Battles Players: It's time to form a correspondence club. Please write to Jerry Silbermann, R.D. 8, Box 172, Allentown, PA 18104.

PBM Update

PBM Update reports on professionally-moderated play-by-mail games. Notices are monthly. Copy deadline is 60 days previous to the first of the month, for the issue in which the notice is to appear. (Deadline for the June issue is April 1.) All copy should be typed and double-spaced. Notices should not exceed 200 words in length. TSG reserves the right to edit copy as necessary.

Schubel & Son

The Tribes of Crane:

Crane I: Reports of large scale fighting between the Rainbow Empire and the Federation of City States along with their various Grand Union allies have circulated recently. Early fighting occurred when several Rainbow Empire forces were ambushed and destroyed. The R.E. leadership responded by ordering a tremendous war fleet of over 5,000 ships assembled in the Great Southern Sea. The R.E. Sweet Water People, the Janizary People, and the Federation Home Army 14 were destroyed (over 20,000 warriors in all) in the climactic sea battle that followed. The Federation is expected to respond by laying siege to the R.E.'s newly completed city of Cel.

Crane II: The leadership of Kinglord Sauron has at last been overthrown in the Cult city of

Alexis. After many months of open rebellion against the unpopular leader, rebel forces, with the aid of the Halton Factor, were at last able to storm the city palace and gain control of the city. The appointment of the new Cult Viceroy, Belladonna, is expected to greatly improve Cult influence. From her secret base in eastern Crane, Belladonna is rumored to be actively recruiting new members and assembling powerful armies.

Star Venture:

To combat the ever-growing problem of pirates that currently plague the galaxy, a new organization has formed: the Merchants' Guild. The Merchants' Guild was formed to trade information concerning trade runs and local pirate activity.

StarMaster:

In the Central Galaxy several advanced races have at last discovered The Tomb of Rahm Lu P'tahh — the second of the eight wonders of the universe. Rahm Lu P'tahh was a powerful Pikan that once ruled over half the Central Galaxy. After centuries of life, Rahm Lu P'tahh ordered his fellow Pikans to bring millions of slaves to his carefully chosen world to construct a tremendous mausoleum to house his remains and the countless works of art and science stolen from hundreds of worlds. His chosen

world is a Class II, desert world, inhabited by only the most primitive life forms. Rising out of the burning sands stands a thousand-foot-tall statue of a robed Pikan, an enormous birdlike creature with three heads.

Several races have already attempted to enter the tomb, but each attempt has ended in failure and with the death or destruction of the venturing party. Competition is expected to be fierce for the treasure as word spreads of its location. The Tomb of Rahm Lu P'tahh is said

Feudal Lords



The first pbm game of economic development, military conquest, and medieval intrigue

FEUDAL LORDS is a computer-moderated correspondence game in which up to 15 players vie to become King of Arthurian England.

You, as head of a fiefdom, have 30 types of military, economic, and diplomatic orders available.

— You provide for your knights, townspeople and peasants.

— You may make an assortment of investments to build your economic and military base.

— You can acquire vassals and influence through force or diplomacy

— You can spy on other fiefdoms.

CAN YOU BECOME THE NEXT KING?

GRAAF SIMULATIONS

27530 Harper

St. Clair Shores, MI

48081

ENTRY: \$10.00 for the rulebook, set-up, and first three turns; \$2.50 per turn.

RULEBOOK only: \$2.50

CUNNING

STRATEGY

DIPLOMACY

DECEIT

These are the challenges of

Earth Wood

Kings and superheroes in a world of conquest and sorcery.

SET IN A FANTASY WORLD, EARTHWOOD IS A STRATEGIC PBM GAME WHERE 25 PLAYERS ASSUME THE ROLES OF KINGS, WIZARDS, OR MIGHTY HEROES WITH THE GOAL OF CONTROLLING ALL EARTHWOOD, EITHER BY CONQUEST, TACT, DIPLOMACY, OR ALLIANCE. HUNDREDS OF PLAYERS ALREADY ENROLLED. NEW GAMES STARTING CONSTANTLY. REGISTRATION FEE STILL ONLY \$10 — INCLUDES RULES, MAP, AND FIRST TWO TURNS FREE.

ENTER NOW

GSI

PO Box 430587
Miami, Florida 33143

THE SAGA CONTINUES . . .

to contain millions of EUs in stolen artwork and numerous Pikan artifacts.

Duane Wilcoxon

— Clemens & Associates —

Universe II:

Quadrant I: The massive battles for control of the economic centers continue. Asterion has fallen to the Ixtli forces and their pirate mercenaries. All UES Knights are urged to coordinate their activities.

Quadrant II: The largest concentration of UES forces is in the Subra and Ras Elased area. Several major starship alliances are still uncommitted.

Quadrant III: Territorial boundaries seem to have been reestablished. No major conflicts are occurring between neighboring alliances.

Quadrant IV: The powerful Triad organization has joined the UES. Triad is spreading its influence into new areas.

Regajian Empire: RSS commanders are finding it necessary to engage Ixtli starships whenever they can be found. The renewed aggressiveness of the Ixtli is causing considerable turmoil in most areas.

Ixtli Empire: Another victory for the warbirds of the LOC alliance. Asterion has fallen to the attack led by the commander of IXV/LOC Hawk.

Muar Empire: The growing number of MSS ships are being kept busy chasing the many intruders sent by the Etuel.

Terra II:

It is Spring, 937, and the weary tribes are finally on the move. The weather has improved, resulting in greater mobility.

North of the city of Diwal, in the central plateau, two of the struggling tribes met in combat. Both leaders were wise enough to call off the battle after the first attack. Even so, the warriors they lost will be sorely missed this year.

Far to the west, several tribes have had their movement blocked by a massive mountain range. They have spent weeks searching for a pass through the rocky crags.

Jon Clemens

— Adventures By Mail —

Company News: In order to meet the demand generated by our newest game, *Warboid World*, we have purchased another micro-computer system. In addition, we've acquired yet another high-speed printer to be used in processing *Beyond the Stellar Empire*. The new computer is compatible with our existing computers, enabling us to interface it to our 20-megabyte hard drive. This gives us five complete computers attached to a common data base.

Adventures By Mail continues to seek outside designers for PBM games. If you have designed a PBM game and are looking for a company to moderate it for you, write for a copy of our release form. Please don't send us game designs without obtaining the release form first.

Beyond The Stellar Empire:

The long-expected GTT/SMS conflict erupted when SMS forces temporarily seized control of GTT Vallia. GTT reinforcements recovered the colony quickly, but further conflicts are expected shortly in the area.

The ISP penal colony Coupville was taken over by an inmate revolt. The convicts destroyed the ISP Light Cruiser *Shadow* when it arrived to put down the rebellion. The IAN and ISP are arranging a joint operation to recover the colony. Rumors persist that the late-governor Jessup of Coupville belonged to the pirate group RIP and was using the colony for his personal advancement. Jessup's rapid departure from Coupville seemed to have triggered the inmate revolt.

The Flagritz aliens have reportedly attacked human ships in the Zarathrusta System. The IAN React Force, under the IAN *Far Cry*, has been dispatched to the area to investigate.

Exploration of the transhole systems is proceeding at a brisk pace by the Imperials, WCE and SMS. Several intelligent races have reportedly been discovered in this area. Governors and Coordinators from several companies are pondering the political and legal aspects of the transhole systems as communications between them and the Capellan Periphery seem impossible by most normal means.

An Imperial ground party operating from the IAN *Acme Sun* has destroyed a secret RIP base hidden on the planet Tau Latia in the Bohr System. Prisoners were taken and the Imperials hope that intensive interrogation will reveal useful information concerning RIP activities.

Warboid World:

All active players of *Beyond the Stellar Empire* received free copies of *Warboid World* rules. This was done in appreciation of the confidence they have shown in us over the past two years.

Robert Cook, Jack B. Everitt, Michael Popolizio, Steve Hasen, Martha Perry



REALMS OF SWORD AND THUNDER

In the Dark Ages—

people are scattered, and heroes are scarce
Arthur is dead, and Rome
has fallen.

From the chaos and rubble, a true leader could carve new

Two games in one!

- Control a barony on the path to political power
- Play a hero on the quest for personal glory.

an open world of wizardry and intrigue gives you endless possibilities in this new play-by-mail. Our system lets you give us a full page of personal choices in every turn.

SPECIAL OFFER! Only \$10 buys you

- the rule book
- setup for your village
- setup for your hero
- 3 turns free!

(usual price of \$3 per turn includes both your barony's turn and your hero's turn)

Send to: EMPIRE GAMES
P.O. Box 6681
Denver, Colorado 80206

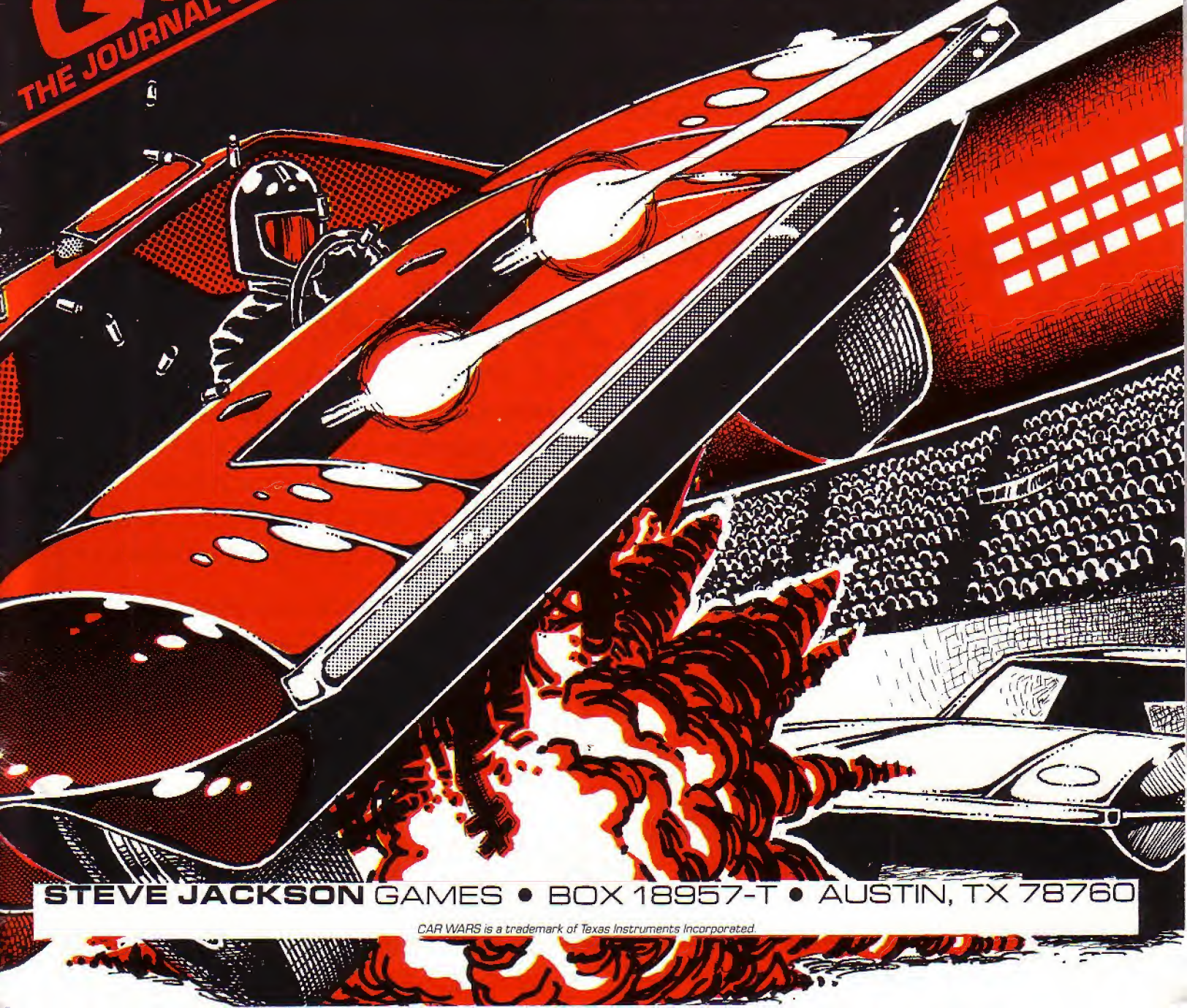
the premiere issue of a
quarterly magazine for
CAR WARS players!

AUTODUEL QUARTERLY

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

SUBSCRIBE TODAY!

Send \$10 for a one-year (4 issue) subscription
and receive as a special bonus an American
Autoduel Association Membership Card
plus an extra **CAR WARS** counter sheet!



STEVE JACKSON GAMES • BOX 18957-T • AUSTIN, TX 78760

CAR WARS is a trademark of Texas Instruments Incorporated.

Company News: We are growing at three times our expected rate. This has turned our one-day turnaround policy into a three-day turnaround in some cases, but we are learning to deal with the volume swiftly. We saw more than 100 new positions opened between Christmas and the end of January.

Realms of Sword and Thunder:

Padrian of Bollinger may have set off a new round of confrontations between the Dark Federation and the Christian Lords, by giving shelter to an alchemist who managed to escape from the Federation. Paladrin's own forces destroyed the party sent to recover the alchemist, and he actually had the nerve to ransom captives back to the Dark Federation.

Rumor has it that King Constatine is ill again, giving rise to speculation about the future of the House of Pendragon should he die. Many are suspicious of the highly-unusual winter training exercises being prepared by the Duke of York at this time. Meanwhile, several realms are taking advantage of the Duke's gold to strengthen their own forces.

Norse longships continue to bring peaceful settlers to the northeast coast. There has been at least one sea battle between Norse sailors and Shark Folk, at Thurrock.

Valonbray has announced the opening of a new school for warriors.

Index to Advertisers

<i>Adventures Design Group</i>	32
<i>Blade</i>	37
<i>Capps & Capps</i>	30
<i>Castle Creations</i>	35
<i>Central Texas Computing</i>	29
<i>Chaosium</i>	5
<i>Close Simulations</i>	4
<i>Companions</i>	11
<i>Compleat Strategist</i>	21
<i>DallCon</i>	33
<i>Empire Games</i>	36
<i>Fantastic Simulations</i>	39
<i>Game Designers' Workshop</i>	3
<i>Game Systems, Inc.</i>	41
<i>Graaf Simulations</i>	41
<i>Hero Games</i>	42
<i>Iron Crown Enterprises</i>	15
<i>Midkemia Press</i>	31
<i>Mystic Swamp</i>	44
<i>Phoenix Enterprises</i>	38
<i>Retailers (Merchants' Guild)</i>	24
<i>Schubel & Son</i>	inside front cover
<i>Space Heroes</i>	11
<i>Steve Jackson Games</i>	6, 43
<i>Supergame</i>	16
<i>West End Games</i>	back cover
<i>Yaquinto</i>	inside back cover
<i>Zocchi (Gamescience)</i>	44

TOUGH DICE



Take a look at your dice collection. See the ones that still have sharp edges? We'll bet they're the Gamescience dice — the only ones with a two-year guarantee. The ones with the rounded edges and broken corners won't have the "G" on the "1" face. They're not ours.

You have a choice when you buy polyhedra dice. Get the ones that will last!

If your favorite store doesn't carry our GAMESCIENCE dice, send us his name, address and phone number — and we'll send you a token of our appreciation. (Guess what it is . . .)

GAMESCIENCE
01956 Pass Road
Gulfport, Mississippi 39501
601-896-8600

Wizards' Realm ™

FANTASY ROLE-PLAYING ADVENTURE:

- ◆ an easy-to-learn game for beginners ~
- ◆ an expandable game system to challenge the experienced ~
- ◆ 'tis in one book complete with maps & introductory scenario ◆

Ask your favourite game shop, or order directly from the Swamp (\$10⁰⁰ postpaid).

WIZARDS' REALM Character Record Sheets available also (\$3⁰⁰ the pack).

MYSTIC SWAMP —
Box 1056 Gulfport, MS. 39501

Dealer inquiries welcome.

IT IS SUMMER, 41 A.D.



Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thoughts are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover . . .

The riddle of Stonehenge! . . . The secrets of the pyramids! . . . The mysteries of the ancient world! as you play

Man, Myth & Magic™

A role playing game of man's greatest adventures.

Man, Myth & Magic is a fantasy role playing game set in the ancient world. A world seen not from our modern historical perception; but rather through the eyes of the people who lived it. A world filled with magic and sorcery, demons and monsters, and incredible powers and forces that hold the key to the domination of all mankind.

Learn role playing faster, easier than ever before possible as a seasoned gladiator fighting for your very life on the bloody sands of a Roman arena!

Reincarnate as an Egyptian sorcerer, a British Druid, even, perhaps an Irish Leprechaun to face the might and mysteries of the ancient world!

There has never been a role playing system like **Man, Myth & Magic**. The Basic game is so simple to learn and presented in such a manner that you actually play as you

read through it for the very first time. The Advanced game is so rich and varied that it will bring you literally years of breath taking magic, mystery and adventure. The scenarios are written in such a full flavored, spirited style that it makes it easy to become the best game master players have ever seen.

Mr. Brennan, author of a dozen books, has created a new kind of novel, one that people role play rather than read. While each exciting adventure may be played separately, it is also a chapter, or episode, in a series that are all interrelated and filled with mystery, intrigue and irony. Each hair raising episode will hurl you more deeply into a twisting plot that leads you to the final earth shattering climax.

Ordering Instructions

Send check or money order to Yaquinto Publications, P.O. Box 24767, Dallas, Texas 75224. Add \$1.00 for postage per order. Allow three to four weeks for delivery. Overseas orders add \$4.50 additional postage and handling per order. Sorry, no C.O.D.'s.

Man, Myth & Magic \$19.00

The Game Includes

Man, Myth & Magic comes complete with three booklets containing: all of the rules, six adventures (three for the basic game and three for the advanced), and a game master's guide containing various charts, tables and maps, along with two percentile dice, a pad of character sheets and player aid information and a large folded sheet of tear out maps.



KAMAKURA

A Game of War, Diplomacy and Machiavellian Intrigue

MICHAEL MILLS'

KAMAKURA

A simultaneous movement game with fully playtested scenarios for two to six players
 Recommended at the zine publishers meeting at Origins as especially suitable for PBM use
 Includes the special Kamikaze scenario on the first real invasion of Japan



KAMAKURA

KAMAKURA

- Kamakura \$12.00
- Campaigns of Napoleon \$15.00
- Napoleonic Battle Maps, 1813 set \$8.00
- Marlborough at Blenheim \$10.00
- Imperium Romanum \$25.00
- Victorious German Arms (booklet)
 co-authored by E. Gary Gygas \$3.00
- Great War \$12.00
- Salerno \$8.00
- 1806 Maps \$8.00
- Last Victory of the Panzers: Debrecen 1944 \$15.00
 (pre-publication price; will appear at Origins '83)

PLEASE NOTE — Money has been returned for *Leyte Gulf*; the game will be released some time in the future.

NAME _____
 ADDRESS _____
 CITY _____
 STATE/PROV _____ ZIP _____

send check or money order to:

WEST END GAMES, INC.
 P.O. Box 156, Cedarhurst, NY 11516

WEST
 END
 GAMES

WEST
 END
 GAMES

KAMAKURA